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Those of you who saw a copy of the December 1981 issue of DRAGON™ Magazine may recall a readership survey form attached to the center of that issue. Some of you — about 7,000 at last count — even filled it out and sent it in. We thought you might be interested in the results....

Mr./Ms. Average DRAGON Reader is usually male (95% of the time, at least) and a little over 16½ years old. Get a group of five DRAGON readers together, and four of them will be students. DRAGON readers have been playing games on the average for a little more than two years, and most also serve as a DM for half the time they spend gaming.

Not surprisingly, heroic fantasy was the most popular topic for games among our readers. But science fiction showed some strength we didn't know it had; two-thirds of the respondents marked

SF as one of their favorite game topics.

Another point of interest, particularly to aspiring lawyers and *Sage Advice* fans, is the subject of interpretation of rules. For board games, 61% of the respondents said rules should be followed as closely as possible, and only 17% had the opposite opinion. For role-playing games, the percentages were 42% to 37% in favor of following rules as closely as possible — but only 35% said their gamemaster actually followed the official rules as well as possible, compared to 34% who felt the opposite way.

The single most important fact we "learned" (which we always suspected but never knew for sure before) is that you, the reader, want information on the D&D® and AD&D™ games — as much, and as detailed, as we can possibly give you. And we'll aim to please. However, we won't follow your likes and dislikes to

the point of using 29.92% of our space every month for new non-player characters, just because that was the percentage of respondents who said they want more NPCs. Rather, we'll take all your preferences into consideration and try to give you more — or, at least, not any less — of everything you said you like.

For the record, we promised free one-year subscriptions to five respondents chosen at random. The lucky winners are Chris Hunt, Bethesda, Md.; Evan Franke, Carmel Valley, Calif.; Robert Simpson, Colorado Springs, Colo.; Jeff Rentsch, Mendham, N.J.; and Edward Rigdon of Chicago. Our congratulations to them — and, before we run out of room, there are a few people who deserve credit for composing the survey and compiling the results — Gordon Gile of the TSR marketing department and Bryce Knorr of our staff for figuring out what questions to ask, and Jim Curtis and Maude Reek of the TSR Hobbies computer department for totaling all the answers. And I'd also like to thank the members of the Academy....



dragons don't care much about how old they are, at least not on a year-by-year basis. But we humans who create and distribute DRAGON™ Magazine like to celebrate every chance we get — and this is one of those times. DRAGON issue #62 marks the sixth anniversary of our first publication. We're glad to still be around, and we're glad that so many of you like it that way.

Leading off this month's features is an anniversary tradition — we call it our "full-blown dragon section," for reasons that should be obvious once you see the painting on page 5.

This month's cover art doesn't have a dragon in it, but nobody on this end is complaining. Larry Elmore's striking scene of a mighty knight ganging up on a group of orcs goes well with the latest installment of our series on the humanoid races by Contributing Editor Roger Moore. The "rude, crude" half-orcs are examined in detail, along with five new orcish deities that are even ruder and cruder than the ruffians who worship them.

With two exceptions, every article inside this issue pertains to the D&D® and AD&D™ game systems. One of those exceptions is a big one — *Chinatown: The Jaded Temple*, an original adventure written by Jerry Epperson for the TOP SECRET® game. The other is about the new GANGBUSTERS!™ game from TSR Hobbies, outlined for you by designer Mark Acres.

In *From the Sorceror's Scroll*, Gary Gygax makes amends for the lack of official information about AD&D spell books. Following that is Contributing Editor Ed Greenwood's imaginative piece describing some spell books that just might turn up in a treasure trove some day. Ed also provided *The Scribe*, a new and expanded version of a non-player character type that was first described 'way back in issue #3 of DRAGON Magazine.

As proof of the fact that things are not always what they seem, check out *Leomund's Tiny Hut*, on the topic of "Magic for merchants," and *Zadron's Pouch of Wonders*, a grab bag that you might not want to be left holding. Maybe it would make a good birthday present — if you're not overly concerned about making it to your next birthday.... — KM

Contents

SPECIAL ATTRACTION

Chinatown: The Jaded Temple — An adventure for TOP SECRET® agents	35
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OTHER FEATURES

Our annual full-blown dragon section	5
Faerie Dragon	6
Steel Dragon	8
Grey Dragon	9
Bazaar of the Bizarre — Evil dragon armors	10
GANGBUSTERS!™ Designer's Notes	11
Pages from the Mages — Long-lost spell books	16
The Scribe — A non-player character class	21
Half-orcs — They're rude and crude	26
The gods of the orcs — And they're even worse!	28
The Feline Phantom — A tale that won't fade away	52
Zadron's Pouch of Wonders — What's in it for you?	62

REGULAR OFFERINGS

Out on a Limb — Letters from readers	3
From the Sorceror's Scroll — All about spell books	14
Sage Advice	24
Convention schedule	50
Leomund's Tiny Hut — Magic for merchants	56
Dragon's Augury:	
The Fifth Frontier War	70
The Free City of Haven	72
Off the Shelf — The latest in literature	74
Wormy	76
What's New	78
Dragon Mirth	80

Dragon

T.M.

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"Welcome addition"

Dear Editor:

I was pleased to find BEST OF DRAGON Vol. II for sale in my local hobby store. I was even more delighted to find NPC's such as the Anti-Paladin, Samurai and Berserker. "The Sorceror's Scroll" held great interest for me and "Poison: From AA to XX" was a must!

Has anyone ever thought of making a second Players' Handbook containing a few of the best NPC's published in DRAGON Magazine as player characters? That, of course, would require a sequel to the DMG with new combat tables and miscellaneous rules. This would be a welcome addition to the AD&D family.

Many times I have tried to play an Archer-Ranger or Bounty Hunter in various campaigns, but the DM either didn't have sufficient information, or in some cases, he just wouldn't try; thus, out comes the old Fighter, Cleric or Thief.

In my opinion these rules need to be broadened. Don't misunderstand me, I think the AD&D game is the best role-playing game ever created and it takes up a great deal of my time, but I guess I am just suffering from the "Ole Druid Blues!"

In the tradition of all AD&D books, these two new books would not be a necessity to the game, but would instead be just a supplement, a fine addition to the AD&D spectrum. If there is controversy on an imbalance in the playing of one of these characters, I believe a good DM would be able to handle it. There have always been choices when creating a new character, but the ideas I have proposed would open up even more options for the AD&D player.

Hugh Weiler
Worthington, Ohio

What Hugh suggests isn't a bad idea, but it's based on a misinterpretation. The character classes presented in BEST OF DRAGON™ Vol. II were not designed to be used by player characters, but only as NPC's with whom player characters might interact. Maybe we'll put out a volume of NPC's some day, but that's what they'll be — they won't be portrayed as classes that players can choose for their characters.

Why not? For one thing, we don't presume to have the knowledge or the power to drastically alter the fabric of the AD&D™ rules. Classes for player characters are specifically defined and "limited" (though there is still an abundance of choices) in order to make the game system as a whole work properly. Why should a DM have to correct an "imbalance" anyway? A well structured role-playing game that isn't tampered with to a great degree shouldn't — and in this case doesn't — have any imbalances to begin with.

Those of you who've been following "From the Sorceror's Scroll" know that Gary Gygax is at work on expansion material for the AD&D

rule system. The expansion volume will almost certainly contain some new player character classes — such as Gary's version of the Barbarian, which will be previewed in the July issue of DRAGON™ Magazine. For Hugh and everyone who feels the same way, that should be something to look forward to. — KM

'Gone too far'

Dear Editor:

With regard to the article about science in a fantasy world in DRAGON #60: While I do agree that all of Mr. Holthaus' examples are correct and just, I think he has gone too far. Water running downhill is one thing, but calculating the water pressure on a "normal" door is something quite different, especially in a world where gods, demons, and ultra-powerful magic take a hand in everyday affairs.

What actually happens as Malrob casts his Fly spell? Does the magic slow his descent as it builds up power, but give him control only after the spell is completed?

As for the CO and methane questions, any self-respecting dwarf or gnome should know of these dangers and how to handle them. After all, they are "miners of great skill."

Ragnar has an intelligence of 3 if he's going to try to lift a spherical rock, which could be rolled.

The weight (encumbrance) of 50 feet of rope is listed in Appendix O of the DMG as 75 gp. Breaking a rope requires more than 2,500 lbs. or 25,000 gp of pressure — sufficient to hold anyone's trust, but one must take into account the position, age, and condition of the rope before ruling that a rope has broken.

The ceiling questions are good, but again I would trust the dwarf to use his mining abilities (and the DM's fairness) to help the party overcome these slight problems.

Any horse would instinctively shy away from a chasm it could not jump.

The best way to figure out if a person could carry something is to have him or her try. Any good DM would know the weight of the item and be able to compare it to the player's strength. This is easier than figuring the volume and density and all the equations that Mr. Holthaus uses.

Olaf must look up the range of his spear in the Players Handbook, where it is established as 30 yards — considerably shorter than the desired 120 yards.

Mr. Holthaus has brains and knows how to use them. But I don't think such rigorous application of physical and mathematical laws belongs in the D&D and AD&D games. I am a chemistry major and I have a good knowledge of the laws of nature. As a DM, I must remember that not everyone has had the same education I have, so to be fair to the players I must "play dumb." Common sense, not science, must play the key role.

Roger Reinsmith
Detroit, Mich.

IT IS SUMMER, 41 A.D.



Your journey has been long and arduous but at last you and the rest of your party camp within the great stone ring of Salisbury plain and spend an anxious night waiting for the golden glow of the midsummer day's dawn. Your thoughts are not of the mad emperor, Caligula, who sent you on this maniacal quest, nor do they dwell upon the evil clans of Black Druids who stood between you and this night; but rather of the unknown, mystical dangers that lurk within these very stone megaliths, dangers and powers that will be unleashed as sure as the sun will rise. Obsessed with this premonition of danger you have not the slightest inkling that when that same sun rises you will be irresistibly pulled into a series of events of such magnitude that they not only dwarf Caligula and Rome itself; but form the greatest adventure in human history. You have not the slightest suspicion that tomorrow's dawn will throw you into danger and intrigue that will lead you to discover ...

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The Game Includes

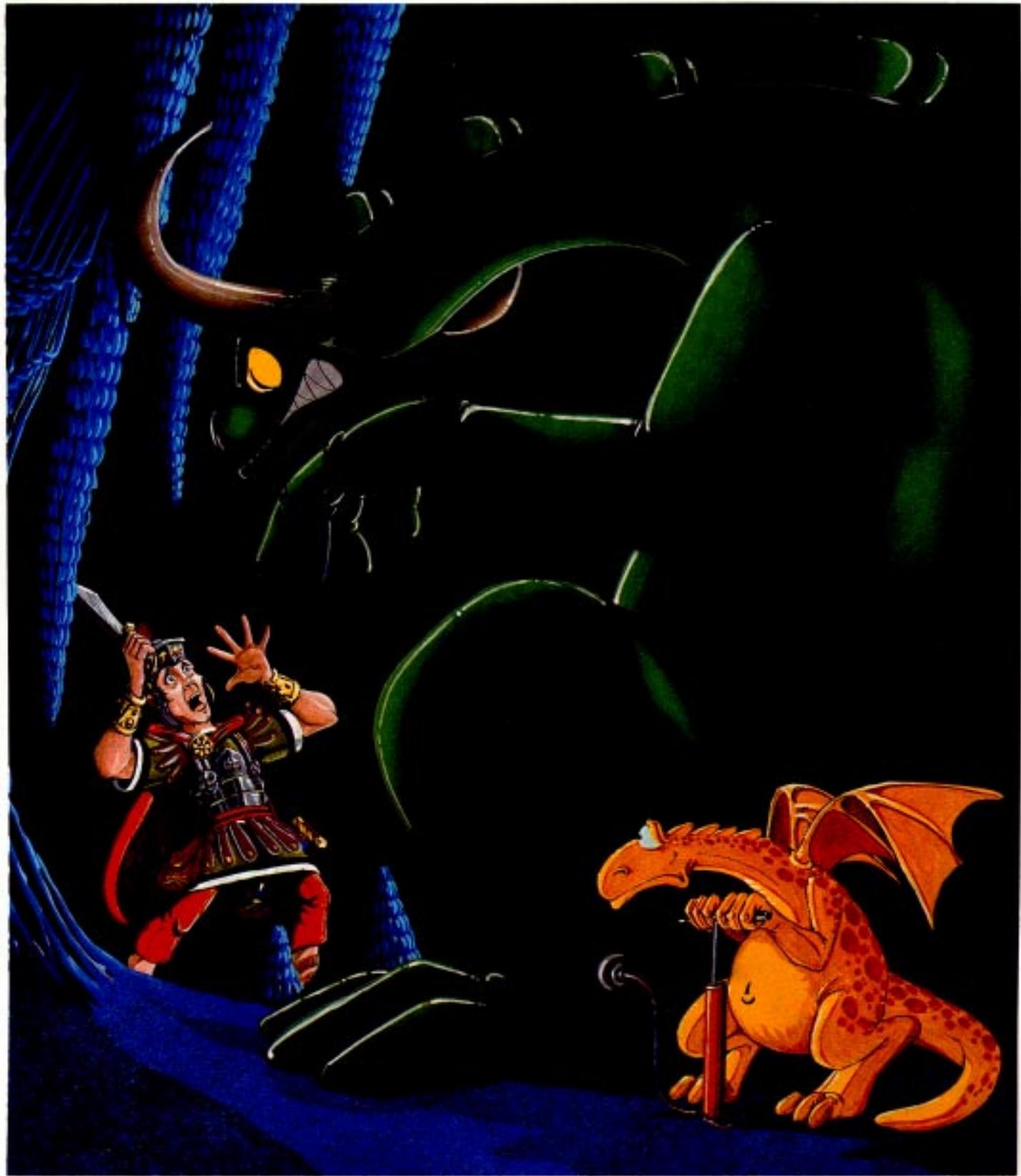
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Our annual full-blown dragon section

It should come as a surprise to no one that we've always had a soft spot in our hearts for dragons. Every time a fair maiden gets lost, who gets blamed? When a bully wants to prove his manhood, who does he pick on? It's no wonder that some dragons have to resort to trickery to keep their scales in one piece. "Inflato the Magnificent," rendered in it-sure-looks-like-living color by Phil Foglio, demonstrates one dragon's way of fooling a human fighter — which, as even us humans know, sometimes ain't all that difficult.

The five pages following this one make up our Sixth Anniversary Dragon Section, including descriptions of three formidable new dragon-types that make Inflato look like nothing more than the big windbag he is. Have fun.



Faerie Dragon

A chaotic,
colorful new
dragon-type

(For two more
new dragons,
turn the page)

Created by Brian Jaeger

FREQUENCY: Very rare
NUMBER APPEARING: 1-6
ARMOR CLASS: 5 (1 when invisible)
MOVE: 6"/24"
HIT DICE: See below
% IN LAIR: 25%
TREASURE TYPE: S, T, U in lair
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-2
SPECIAL ATTACKS: Breath weapon,
magic use
SPECIAL DEFENSES: Invisibility
MAGIC RESISTANCE: See below
INTELLIGENCE: High to genius
ALIGNMENT: Chaotic good
SIZE: S (1-1½' long)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil
CHANCE OF:
Speaking: 90%
Magic use: 100%
Sleeping: 40%

This chaotic offshoot of the pseudo-dragon lives in peaceful, tangled forests in all climes, often with a group of sprites

or pixies.

Faerie dragons can become *invisible* at will. They are able to attack or employ magic or breath weapons when invisible. They attack as 4 HD monsters, biting for 1-2 points of damage. However, the faerie dragon is much more likely to use its breath weapon of "euphoria gas." The creature expels the gas in a two-foot-diameter spherical cloud —just enough to give the target a good fateful. A victim failing to make his or her saving throw vs. breath weapon will wander blissfully about for 3-12 rounds, during which time he or she will be unable to attack and will have an effective armor class two places worse than actual. The victim will be able to keep his or her mind on the situation and the surroundings, as long as he or she makes a saving throw of intelligence or less on d20 during each round the effect of the gas lasts. As soon as a victim fails an intelligence saving throw, he or she will completely lose interest in the matters at hand, indicating that the gas has had its maximum "euphoria" effect.

The faerie dragon will never attack directly by any means unless cornered or





defending its lair. However, the faerie dragon will use its magic at any opportunity to wreak mischief on passers-by. Most (65%) faerie dragons will employ magic-user spells as per a magic-user of the level indicated on the accompanying chart; some (35%) will use druid spells. All their spells are chosen solely for their mischief potential. Offensive or defensive spells will never be learned unless the particular faerie dragon has thought up an exquisite prank using some such spell. All faerie dragons will learn water breathing and legend lore at the first opportunity. Though many faerie dragon pranks are spur-of-the-moment affairs, months of preparation often go into a single grand practical joke.

Faerie dragons enjoy swimming and diving. In flight, they can hover, and are maneuverability class A. They eat fruits, roots, tubers, nuts, honey, and grains, and have been known to go to great lengths to get a fresh apple pie.

All faerie dragons can communicate telepathically with one another at a distance of up to two miles. They speak their own language and their alignment

tongue, plus the languages of sprites, pixies, elves, and the birds and animals in their area. They frequently use forest creatures to help them in their pranks.

Description: Faerie dragons appear as thin miniature dragons with long, prehensile tails, butterfly wings, and huge smiles. Their colors range through the spectrum from red for the very young to purple for ancient individuals, as shown on the accompanying chart. Females' hides shine with a bright golden tinge in the sunlight, while males have a silver tinge.

Spell lists: Suggested spells for faerie dragons are given below. The Dungeon Master should keep in mind that spell choice is bounded only by the imagination of the possible pranks, and by the fact that a faerie dragon prank will never have damage to its victims as its aim.

Magic-user spells

1st level: *Dancing Lights, Message, Sleep, Unseen Servant, Ventriloquism.*

2nd level: *Audible Glamer, Forget, Levitate, Magic Mouth, Pyrotechnics.*

3rd level: *Fly, Phantasmal Force, Slow, Suggestion, Water Breathing.*

4th level: *Fire Charm, Fumble, Hallucinatory Terrain, Polymorph Other, Polymorph Self.*

5th level: *Distance Distortion, Mordenkainen's Faithful Hound, Telekinesis, Transmute Rock to Mud, Wall of Force.*

6th level: *Control Weather, Legend Lore, Project Image.*

7th level: *Limited Wish, Simulacrum.*

8th level: *Otto's Irresistible Dance.*

Druid spells

1st level: *Animal Friendship, Entangle, Faerie Fire, Pass Without Trace, Speak with Animals.*

2nd level: *Charm Person or Mammal, Create Water, Obscurement, Trip, Warp*

3rd level: *Plant Growth, Pyrotechnics, Stone Shape, Water Breathing.*

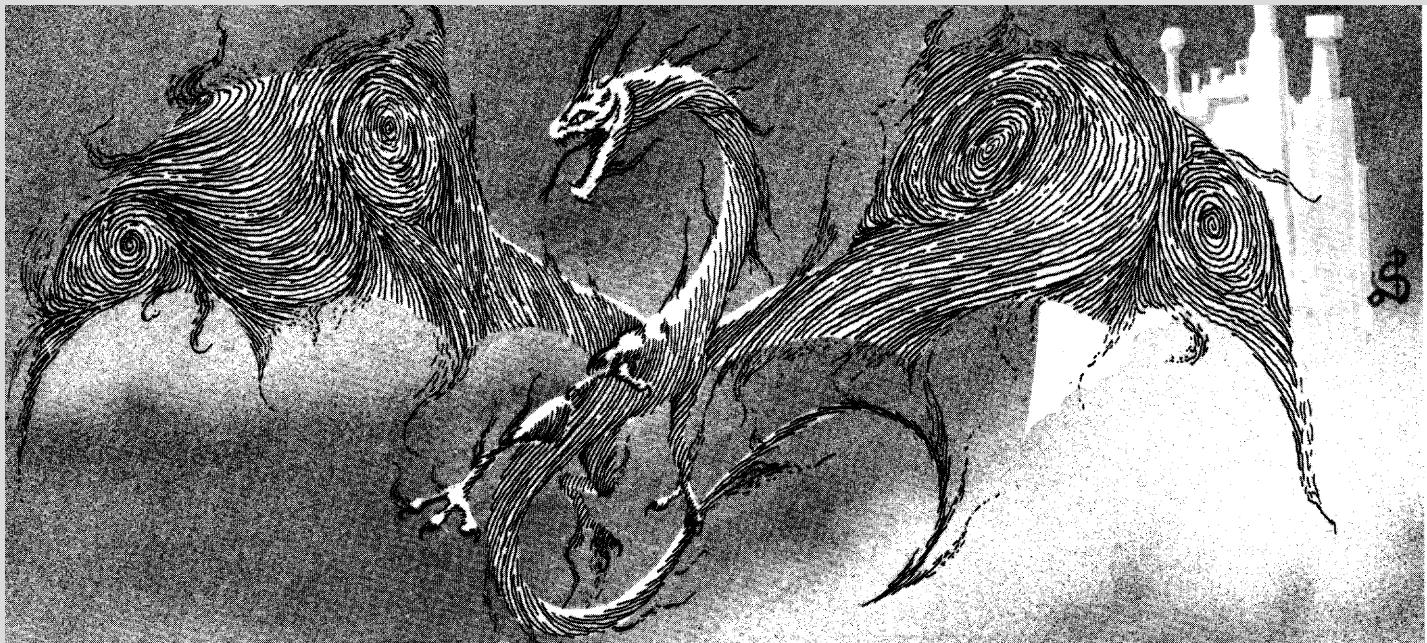
4th level: *Animal Summoning I, Call Woodland Beings, Control Temperature 10' Radius, Speak with Plants.*

Age level	H.P.	Age	Color	Magic	M-U level	Druid level
1	1-2	very young	red	12%	2	2
2	3-4	young	red-orange	24%	4	3
3	5-6	sub-adult	orange	36%	6	5
4	7-8	young adult	yellow	48%	8	6
5	9-10	adult	green	60%	10	8
6	11-12	old	blue-green	72%	12	9
7	13-14	very old	blue	84%	14	11
8	15-16	ancient	purple	96%	16	12



Created by Pat Reinken

Legends say that Ahi and Rahab are twins—that the steel dragon and the gray dragon emerged from the same egg, but somehow grew up as total opposites. They apparently are indeed from the same hatch, and they are both known to be very powerful (some say that if they were to fight each other, neither would live), but the truth of their origin is lost in antiquity. This may be just as well, for these two dragons are not known for their hospitality and are said to not look kindly on trespassers.



Steel Dragon (*Draco Ferrosus Carbo*)

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: -2
MOVEMENT: 9"/48"
HIT DICE: 12 (96 hit points)
% IN LAIR: 85%
TREASURE TYPE: H, S, T
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-6/1-6/3-24
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Genius
ALIGNMENT: Lawful good
SIZE: L (60" long)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
CHANCE OF:
Speaking: 100%
Magic Use: 100%
Sleeping: 15%

Ahi, the steel dragon, is a loner. He lives high in the uppermost atmosphere of the Prime Material Plane in a castle that circles the earth on the west wind. Although he is lawful good, Ahi will not

hesitate to properly deal with trespassers and other intruders into his home. At regular intervals, the steel dragon visits the earth to feed and gather small treasures from any evil characters he finds.

The steel dragon can attack with the usual claw/claw/bite routine of other dragons or with one of three breath weapons: a cloud (2"x2"x3") of poison vapor that causes 2-12 points of damage and unconsciousness for 2-4 rounds; a cloud (same size) of scalding water vapor that causes 6-36 points of damage and blinds for two rounds; or a cone of vapor 6' long (base diameter 2") that causes affected creatures to assume gaseous form for 5-10 rounds.

Ahi can cast any magic-user spell of first through sixth level, but can employ only two spells per day. The steel dragon can make himself gaseous at will and will do so in order to get behind an opponent. In addition to this, Ahi's appearance to characters and other creatures is as a shifting, cloudy dragon-shaped mass of vapor. Because of this appearance, any opponent attacking the steel dragon with a weapon will always miss on his or her first attempt to hit.

Steel Dragon

Grey Dragon

Grey Dragon (*Draco Nox Diabolus*)

FREQUENCY: Very rare

NO. APPEARING: 1

ARMOR CLASS: -5 (-2)

MOVE: 15"/24"

HIT DICE: 12 (96 hit points)

% IN LAIR: 100%

TREASURE TYPE: H, S, T, U

NO. ATTACKS: 5

DAMAGE/ATTACK: 1-8/1-8/1-4/
1-4/5-40

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

INTELLIGENCE: Low

ALIGNMENT: Chaotic evil

SIZE: L (48' long)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

CHANCE OF:

Speaking: 25%

Magic Use: 75%

Sleeping: 10%

The grey dragon, Rahab, is hated by dragons as much as he is hated by all other creatures. The only living things around him are the men, dwarves, and goblins he has enslaved. He lives deep in a cavern in a remote mountain range and never ventures forth from it.

The grey dragon attacks with the usual claw/claw/bite routine but gets two additional swings with his claws because of his tremendous speed. The latter two claw attacks are at -1 "to hit" and do only 1-4 points of damage. Rahab's breath weapon is a gas cloud that affects all victims within its boundaries (2" + 2"+ 3") as a super-powerful charm spell. Affected characters or creatures (those who fail their saving throw vs. breath weapon) will never again attack Rahab or seek to do him harm for as long as they live, or until the effect of the breath weapon is negated by a *Remove Curse* spell.

Those who enter the dragon's cavern

will find nothing but a large mound of blackness, for Rahab is hidden by a form of *Continual Darkness*. The spell is not affected by anything save *Continual Light*, which will act as a *Light* spell. In this darkness, Rahab has an armor class of -5. If the darkness is temporarily alleviated by the application of *Continual Light*, its armor class worsens to -2.

If adversaries come close enough to the dragon, or if Rahab advances toward his foes, the grey dragon may be able to envelop his opponents in this blackness, effectively blinding them. If he manages to do this Rahab receives a +5 bonus "to hit" on each character so affected. The dragon's own vision is sufficient to see under the darkness. The edge of the area of darkness is approximately three feet away from the dragon and surrounds him totally.

The dragon can cast two magic-user spells per day, but can use no spell of higher than third level.



BAZAAR OF THE BIZARRE



Evil dragon armors

by Roger Moore

In an era long past, an intrepid dragon-hunter and his wizard friend discovered that the hide of an evil dragon, if properly prepared, could be cut and formed into a suit of armor that provides protection against attack forms resembling the breath weapon of the dragon from which it was made.

To begin the process, an evil dragon (white, black, red, blue, or green) of at least adult age must be killed, without the use of magic and preferably by means of repeated attacks with blunt weapons. Even a single magical attack directed against a dragon, whether or not the spell casting succeeds and whether or not the spell causes damage to the dragon, will ruin the protective potential of the creature's hide and make later attempts at enchantment ineffective. If the dragon is hit with edged weapons, there is a chance the hide will be cut and marred to the extent that it becomes unusable as armor. For each successful hit on the dragon with an edged weapon (regardless of the amount of damage done), add 5% to the chance of the hide being damaged beyond use. (Thus, if a dragon takes 20 hits from edged weapons, there is no chance that the hide will be thereafter usable as armor.) If and when the dragon is killed, the chance that the hide is spoiled must be exceeded on a roll of d% in order for the armor-making process to continue.

The hide must be removed with care, and at this juncture a very sharp edged weapon is essential to trim the hide as cleanly and efficiently as possible. The instrument must be able to be controlled with precision, which means it can't be any larger than a standard dagger blade. If the character doing the skinning uses a normal (non-magical) blade, there is a 30% chance that, despite his or her best efforts, the hide will not separate cleanly from the body and the resulting scraps of dragon-skin will be unusable as armor. If an enchanted blade is employed, the chance of failure at this step of the process decreases by 10% for each "plus" of the instrument; thus, with any blade of +3 or greater, successful skinning is assured.

Once the hide is removed and transported to civilization (assuming the dragon wasn't killed in the village square), the services of skilled armorers, leather-workers, and tailors must be employed to fashion the hide into armor. This process takes 21-30 days for each suit of armor, and prices for the needed services will be three times the standard rate. Only one set of armor may be fashioned from the hide of a single dragon.

The resulting suit of armor is equivalent to normal scale mail in armor class (6), maximum movement rate (6"), and bulkiness (fairly bulky). It weighs about 30 pounds, compared to 40 pounds for normal scale mail. The non-enchanted armor can be worn "as is," but if the non-magical armor is hit even once by an edged weapon, it will not be able to be enchanted after that.

Enchanting the armor must be done by a magic-user of 16th level or higher, who will insist on a generous payment in gold pieces, or the promise (and proof) of some other benefit that

might be offered. At least half of the payment must be supplied in advance, with the rest due when the armor is delivered.

The magic-user must first successfully cast *Enchant An Item* on the armor, and then apply a second spell (which varies depending on the armor type) to act as a catalyst, triggering the armor's capability to resist a particular attack form. This second spell must be applied (the casting must have been begun) within 12 hours after the completion of *Enchant An Item*. If the magicking process fails, either because the casting of *Enchant An Item* is unsuccessful or because the second spell is not applied within the required time, the magic-user is under no obligation to make another attempt free of charge.

The second step in the process depends on the type (color) of dragon hide used. To complete white dragon armor, an *Ice Storm* spell must be cast on the hide; for black dragon armor, the finished hide must be immersed in acid for 13-24 (d12 + 12) hours; to complete green dragon armor, a *Stinking Cloud* spell must be cast on (around) the hide; for blue dragon armor, a *Shocking Grasp* spell is needed, and for red dragon armor, *Burning Hands*. None of these spells or substances will damage the armor they are applied to; their function is to activate the innate resistance in the hide which has previously been "brought to the surface" by the *Enchant An Item* spell.

When the enchantment is complete, the armor will be essentially equivalent to +1 scale mail: armor class 5, movement 9", weight 15 pounds. In addition, each armor type/color affords the wearer resistance or immunity to a particular attack form. The special properties of each type are:

White dragon armor — Resistance against white dragon breath, winter wolf breath, *Cone of Cold* spell, and other attack forms involving cold, ice, or frost.

Black dragon armor — Resistance against black dragon breath, giant slug spittle, anhkheg digestive acid, and other attack forms using acid or acid-like effects.

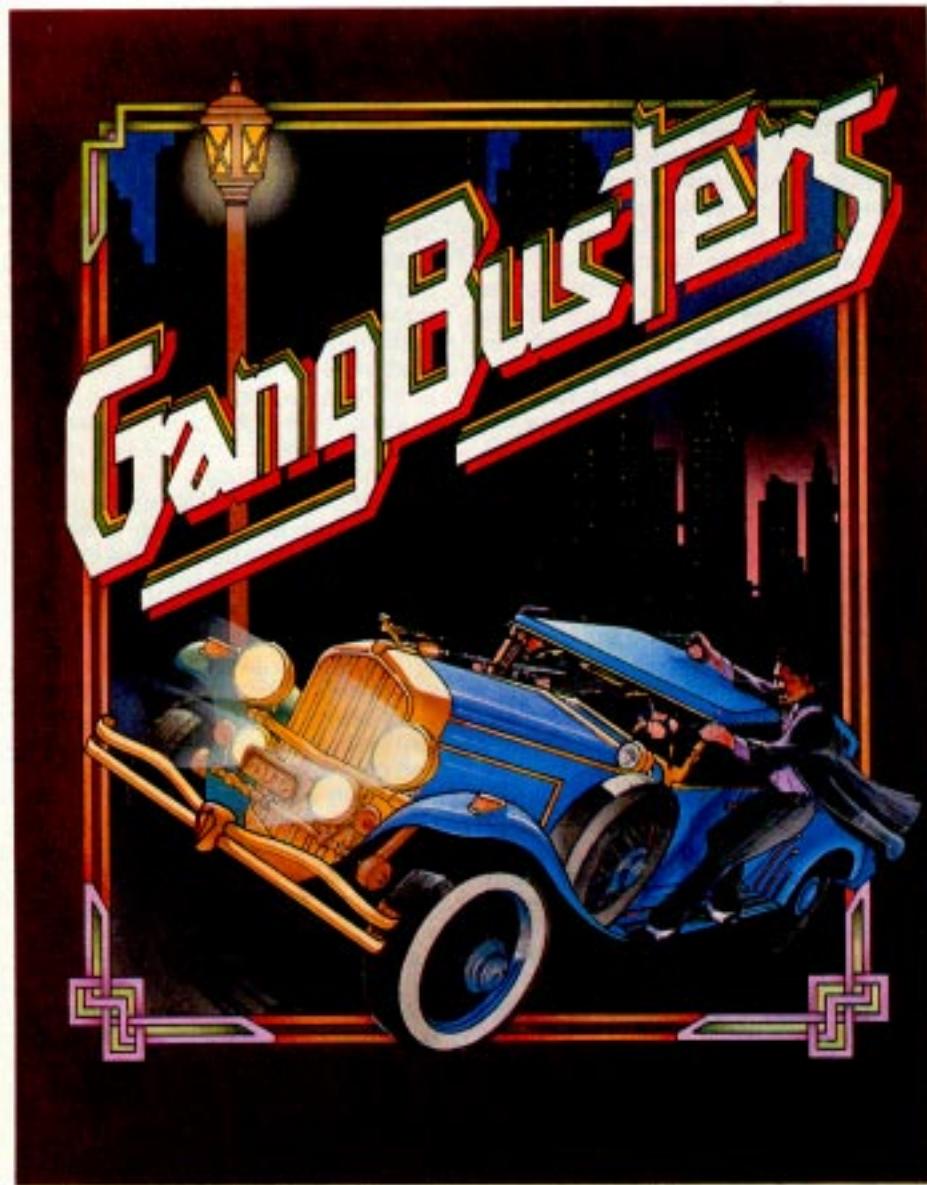
Green dragon armor — Resistance against green dragon breath, iron golem breath, *Cloudkill* spell, and other attack forms using poisonous gases.

Blue dragon armor — Resistance against blue dragon breath, *Lightning Bolt* spell, storm giant's lightning attack, and other sorts of natural or artificial (including magical) lightning or electricity.

Red dragon armor — Resistance against red dragon breath, *Fireball* spell, and other attacks using heat or fire.

"Resistance" includes these benefits: The wearer of the armor gains +1 on all saving throws against the specified attack form. The wearer is unaffected by any attack of the specified type that does 6 points of damage or less in a round. In all cases, the wearer is entitled to a -1 modifier on each and every damage die rolled (with a minimum of 1 point of damage per die). If the application of this modifier reduces damage taken in a round to 6 points or less, the wearer takes no damage (as stipulated above).

Although these suits of armor come from evil dragons, clerics and fighter-class types of all alignments may wear them.



"I grabbed the punk by the collar and slammed him hard against the wall of Matheson's Ice House. It was just my second day on the beat and I wanted it known that punks weren't welcome in my part of town. That's when he started spilling his guts. Seems he'd seen the guy who knocked over the jewelry store the day before, seen him run from the store to the Lexington Hotel across the street. I thought about calling in for help, but decided against it and started for the Lexington. If I could get a pinch this big on my own, it would mean promotion for sure...."

This is how it goes in the world of the GANGBUSTERS!™ game, the new role-playing system from TSR Hobbies, Inc., for recreating the world of the 1920's and 1930's. This article is designed to give DRAGON™ Magazine readers a peek at the contents of the game and explain some of the major decisions made during the design process.

Inside the box are a 64-page rule book,

a programmed instructional module, four maps (three in full color), and a set of counters which can be used in place of miniature figures. The programmed module can be played after reading only the Basic rules (about 18 pages) and does not require the use of a game judge.

Characters can choose careers as law officers, Prohibition agents, FBI agents, private investigators, reporters, or, of course, criminals. The basic systems were designed to keep action in the game fast-paced and simple, allowing players to concentrate more on plot and character development in campaigns, provided that they play well enough to live beyond first level!

Characters have seven basic abilities and characteristics, five of them generated by dice rolls and the other two derived from combining a pair of the original scores:

Muscle is the character's physical strength.

Agility is the ability to shoot straight and perform difficult move-

THE 1920S COME ALIVE IN TSR™'S NEW RPG

DESIGNER'S
NOTES
BY
MARK ACRES

ments, like leaping from one rooftop to another.

Observation is the character's skill at noticing hidden or unusual clues, and avoiding surprise.

Presence is a number representing how well a character interacts with other personages. It is important in dealing with NPC's.

Luck is a number representing the chance for making a saving throw to keep a character alive in an otherwise hopeless situation.

Each character has a *Driving* score, the average of *Agility* and *Observation*, which determines how fast he or she can safely hot-rod around on busy city streets.

Hit Points are based on Muscle and Agility and range from a minimum of 7 to a maximum of 25.

The fighting systems were deliberately made as simple as possible. Fights are resolved in one-second turns. To fire a weapon, a character sights the target and rolls percentile dice against his or

her Agility score. Of course, modifiers are also applied, for other actions by both the firing character and the target and for cover, which can increase or decrease the chance to hit a target. If a hit is indicated, there is no need for a second die roll; damage is standardized according to weapon type. Hand-to-hand fighting is resolved in a similar manner.

The game uses a damage system which distinguishes between wound damage, usually caused by gunfire, and bruise damage, usually caused by hand-to-hand fighting. Characters reduced to zero hit points solely by wounds are dead. Characters who go down to zero due to a combination of wounds and bruises, or just because of bruises, are only knocked out for a while.

A set of Expert Rules, appended to the Basic rulebook, includes systems for variable damage, hit location, boxing, martial arts, and other elements which are fun but not necessary for play.

The result is a game with as much action as the players want. The action is fast and tends to be deadly. In fact, in the first TSR playtest, twelve player characters quickly became embroiled in a three-way gun battle between federal agents and two rival gangs. In the course of the fight, one gang managed to rob a bank, loot the other gang's warehouse, and get away with three characters alive after causing a spectacular crash of the car which was rushing six NPC police

officers to the scene. It was all over in less than two hours, and there was even one additional character left alive: an astute federal agent who played dead beneath a car and spent his time happily memorizing license plate numbers!

That playtest told us we had succeeded in meeting our first design priority. We had a game which was very rapidly learned and simple to play, and which could be used to play shoot-'em-up cops and robbers. With the inclusion of the programmed module, this meant that the GANGBUSTERS!™ game would be one of the most immediately playable designs on the market. The real work involved designing campaign game systems that would satisfy experienced role-players who want more than just shootouts and fistfights.

At this point, the GANGBUSTERS!™ game almost became one of the most ambitious role-playing designs in the history of gaming. At one point, campaign systems were written into the rules which expanded the choice of player-character careers to include politics, law, business, unions, and even entertainment. I was personally very fond of the system for entertainers; any starry-eyed player character had a chance to be "discovered" and make it big in Hollywood. Sad to say, there wasn't room to cram an entire historical epoch into a 64-page rulebook, and these additional career systems had to be dropped. Some

of the systems which had to be deleted may be published some day, if sufficient interest is shown.

Nevertheless, the game does have a rich and varied campaign texture. That texture grew out of our second design priority: We wanted a game which would be historically accurate for the period, in two ways at the same time. We want historically minded players to be able to play out adventures similar to those that really occurred in the days when organized crime was getting its first strong foothold in American life, and at the same time we wanted players to be able to live out the exploits of the classic fictional characters of the period as well. This desire for accuracy resulted in a number of crucial decisions.

First of all, we were determined to let player characters become private investigators. As it turned out, that became a favorite occupation of our playtesters. It is also an added plus for the game judge with only a few players. It is possible to run an entire campaign with only two or three players who are private eyes, investigating classic murders or digging into the roots of organized crime.

Second, the decision for historical accuracy in itself provided the basis for the balance between character careers. A glance at the rules will reveal one major fact: In the 1920's, crime definitely paid, and paid well. Bootleggers made huge fortunes, sometimes almost overnight. While the cops and private eyes and reporters are slogging through their careers for \$25 to \$35 per week, bootleggers can be earning thousands of dollars per week and using the excess money to pay off the bosses of the men trying to catch them. This is definitely a historical reality, and at first we were afraid the reality would unbalance the game. Criminals can make so much money so fast that there would seem to be little incentive for pursuing any other career in the game.

History also provided the answer to this problem, however. In the game, as in reality, criminals in general have a short life expectancy, and the great majority of them live up to that expectation. Of course, there were a few top crime bosses who made hundreds of thousands of dollars in a single week. But for every boss who rose to the top of his, uh, "profession," there were hundreds of other people who wound up dead in the streets, riddled with submachine gun bullets. The higher a man rose in the ranks of organized crime, the bigger a target he became for all the punks and hoods who worked for him or worked for someone else against him. Any player character who plays a criminal and lives to make third level or higher has performed a minor miracle.

The second factor which kept criminals in check was public opinion. The public will tolerate quite a lot, but sooner or later people will rise up in holy horror

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when men are gunned down on the streets in broad daylight. This is reflected in the game by the public reaction rules. Whenever gang violence, which is usually necessary for profitable operation of an underworld activity, gets out of hand, the public will demand that the politicians do something. The politicians, even the ones who have been bought, will listen.

Newspapers play a major role in shaping public opinion, and that's where reporters can have a big impact on the events in a campaign. If he gets the okay from his editor, even a first level reporter can write a series of articles which will turn on the "heat" for quite a while.

The third factor curbing player-character careers in organized crime is the dedication of a few honest law enforcement officers, the famous "gang busters" of the period. This is the meat of the campaign game. Enlisting the aid of the press, developing street contacts, getting around the paid-off political bosses and nailing "The Big Guy" is the dream of any self-respecting player-character federal agent or police officer.

This aspect merged well with our third design priority: We did not want the game to glamorize organized crime. On the contrary, we wanted a game which would enhance the perception of the men who worked night and day for peon's wages to keep the mob from dominating American life. The campaign playtests indicated that we were successful in this as well. Most beginning players chose their characters to be criminals. Most ended up playing as some type of law enforcement officer after their first and second criminal characters were either killed off or sent up the river for a long, long time.

Finally, we wanted a game which would maximize the decisions left up to the players. This had several effects on the game system. First, we decided that rolled-up characteristics would be used to define only a character's physical abilities, not his or her intelligence or ingenuity. In the game, each character is as smart as the player who's running it.

Next, we left the choice of special skills entirely in the hands of the players. Players can spend experience points to gain or improve special skills, ranging from something as simple as hot-wiring a car to something as complex as detecting art forgeries.

History and reality again came to our aid in deciding how to award experience points. The obvious and simple thing to do proved workable; in the game, player characters gain experience points by doing what their real-life counterparts tried to do. Reporters gain experience by scooping the competition on major stories. Law enforcement characters gain experience by catching criminals. Private eyes gain experience by solving cases. Criminals, true to form, gain ex-

perience only by making money. How the player characters accomplish these goals is left up to them and the discretion of their game judge. In the campaign playtest, many player characters came up with very unorthodox ways of accomplishing their goals.

Finally, a word to those who would be judges: The GANGBUSTERS!™ game is unlike other role-playing games in one major respect. Players are not placed in a controlled environment, and they don't necessarily work together. This makes judging the game very different from running something like a D&D® or AD&D™ game. When players are "down in the dungeons," a judge has the opportunity and the ability to limit the choices available to them. (There are only four ways to go at the intersection of two corridors!) In a major American city of the 1920's, there are lots of places to go, lots of things to do, and players are going to want to do them. Just to complicate things a little, they aren't going to want to do them together as a group. In fact, at the beginning of a campaign, there may be no reason to assume that players are familiar with, or even aware of, each others' characters.

For example, in our first campaign game playtest, a criminal character was busy robbing a jewelry store while the cop on the beat (another player character) was trying to convince his bribed

partner (a non-player character) to close down a speakeasy. Meanwhile, a reporter player character was downtown trying to solve a murder mystery, not knowing that two player-character private eyes were working on the same case. Our player-character prohibition agent was taking bribes from speaks and turning the money over to the U.S. Attorney's Office, and a player-character FBI agent was hot on the trail of some stolen trucks being used by a local bootlegging gang. All of this was happening at once, so the judge was pretty busy.

The key to judging such a game is to make sure that everyone gets an equal share of your attention and that no one sits very long just watching you judge other players' actions. Move your attention around among your players frequently, and they'll be happy. If your players are mature role-players, they should be able to handle the fact that they will sometimes "hear" or "know" things that their characters shouldn't know. If they aren't mature enough to handle that, the judge can and should design scenarios that will force that sort of cooperation.

It is this flexibility which makes the GANGBUSTERS!™ game a lot of fun to judge and lot of fun to play. And fun is what role-playing is all about. We hope you have as much fun playing the game as we did making it.

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Everything you never knew about spell books

by Gary Gygax

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All information regarding spell books in AD&D™ gaming is currently inferred. This was not, Gentle Reader, by design. Simply put, I overlooked it in the morass of getting three volumes put together. In order to rectify that oversight, the following rules are offered. When the ADVANCED DUNGEONS & DRAGONS® Expansion volume is completed (please don't ask me when!), the same rules will be included therein, although some minor changes are probable. In any event, stalwart readers of DRAGON™ Magazine are again getting the straight goods first!

SPELL BOOKS

When a magic-user completes his or her apprenticeship, it is assumed that he or she has one, or possibly two, spell books. A *Book of First Level Spells* will certainly be possessed, and there might be a *Book of Cantrips* as well. The latter depends upon the options of both the DM and the concerned player. The following applies to all spell books.

Types of spell books

There are two different kinds of spell books:

1. Standard spell books, each of which contains up to 36 cantrips, 24 spells of under 4th level, 16 spells of under 7th level, or 8 spells of 7th, 8th and/or 9th level.
2. Travelling spell books, each of which contains at most one-fourth of the number of spells possible to be contained in a standard spell book: 9 cantrips; 6 spells of 1st 2nd, and/or 3rd level; 4 spells of 4th, 5th, and/or 6th level; or 2 spells of 7th, 8th, and/or 9th level.

Cost of spell books

A *standard spell book* costs 1,000 gold pieces for materials plus 100 additional gold pieces per spell level for each spell contained therein.

The cost of a new magic-user's or illusionist's initial book or books is assumed to be borne by the new spell caster's former master, so the fledgling spell caster will have one or two spell books at no cost to him or her. Books which are prepared later

in a magic-user's career (having higher spell-level capacity than "beginning" books) are not supplied by a M-U's master, but must be composed by the M-U in question as part of his or her training when the spell caster is trying to rise to the next experience level. This composition will take from 4-7 weeks for each new *standard* book; the book is composed during and after the time when other training exercises are taking place.

The same costs/prices apply when such a book is being manufactured and composed: Any *standard spell book* requires a 1,000 gold piece investment for materials plus 100 gold pieces per level for each spell entered within the book, payable when a magic-user adds a new spell to his or her repertoire. (Entering a first level spell costs 100 gp, a second level spell costs 200 gp, etc.)

A *travelling spell book* costs 500 gold pieces for materials. The cost of each spell contained within such a book is the same as the cost for entering a spell in a *standard book*. All *travelling spell books* must be fabricated by the magic-user, or otherwise discovered as treasure by the magic-user or his or her associates. A player character cannot automatically possess one at the beginning of his or her career.

Physical aspects of *standard books*

A *standard spell book* is approximately 16 inches in height, 12 inches wide, and 6 inches thick. (The DM has leeway to reduce or enlarge this general size, although nothing smaller than 12 x 12 x 6 inches or larger than 18 x 12 x 9 inches is recommended.) The weight of a *standard book* is 150 gold pieces (adjusted upward or downward for varying sizes). The encumbrance value of such a book is equal to three times its weight (450 gp or thereabouts), although it is correct to assume that a volume will fit within an otherwise empty backpack or large sack.

The cover of a *standard book* is typically heavy leather — dragon hide, gorgon hide, etc. — inlaid with metal so as to provide both extra security and a means to close and secure the book. Vellum pages are sewn together and secured to a fine, supple leather spine backing. Pages are secured additionally by fine leather front and back pieces. It is also usual for such a tome to have vellum stubs at intervals for insertion of additional pages, although this by no means allows for any increase or change in the number and types of spells the book can contain.

Notwithstanding any special protections placed thereon, a *standard spell book* has a saving throw equal to that of "leather or book," with +2 to dice rolls made to save against *acid*, *fireball*, *disintegration*, and *lightning* attacks.

Physical aspects of *travelling books*

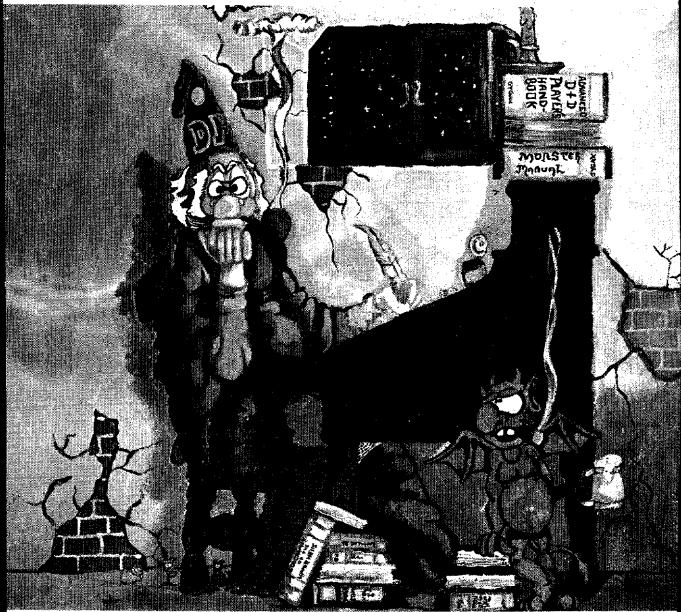
A *travelling spell book* is approximately 12 inches tall, 6 inches wide, and 1 inch thick; 9 x 9 x 1 is likewise a good working size. The weight of such a book is approximately 30 gold pieces, and encumbrance roughly 60 gp. Five such books will fit within a backpack, twice that number in a large sack.

The cover of a *travelling spell book* is strong, supple leather, such as that from a giant cobra. The hand-sewn leaves of parchment are carefully secured to a fine leather backing and glued to the spine. The whole is further secured by front and back pieces of vellum. A small lock or leather ties are typically used to secure the whole. Pages are very thin and fragile, so great care must be taken to care for the book when in use.

Notwithstanding any special protections placed thereon, a *travelling spell book* has a saving throw equal to that of "leather or book," with no bonuses (like a *standard book* has) against certain forms of attack.

Next issue: The Barbarian class

From the



Sorceror's Scroll

Value of spell books

A *standard spell book* has an Experience Point Value of 1,000 points per spell level contained therein (considering cantrips as first level spells for this purpose), and a Gold Piece Sale Value of 200 gp per spell level (but only 150 gold pieces for each cantrip, if the book is of that sort).

A *travelling spell book* has an Experience Point Value of 500 points per spell level contained therein (again, considering cantrips as first level spells), and a Gold Piece Sale Value of 1,000 gp per spell level (applies to all spells, including cantrips).

As with any other magical items, spell books must either be sold immediately or else the X.P. value taken. This holds true regardless of whether or not any tome is eventually sold. Thus, a spell book cannot be kept while a particular spell or spells are transcribed, and then the work be sold for G.P. Sale Value and the proceeds taken toward experience points.

Casting spells directly from books

In *extremis* the DM may allow a magic-user to cast a spell directly from any sort of spell book just as if the book were a scroll. The book must be of appropriate sort so that the spell matches the profession of the caster, i.e. magic-user spell, magic-user spell book. The caster must have read the particular spell. The caster must be able to *know* and use the spell in question. (Note that in this regard, reading directly from a spell book differs from the use of scroll spells!)

Direct casting of a spell from a spell book automatically destroys that spell. There is also a 1% chance per level of the spell that the spells immediately preceding and following the spell cast will likewise be destroyed. There is an additional 1% chance that the casting of a spell directly from a spell book will destroy the entire book. A *Permanency* spell, for instance, would not prevent a spell from "disappearing" when cast in this manner; even though writing might remain on the page, that writing will no longer be magical in nature.

These strictures apply whether a spell caster is using his or her personal book or the book of another. *Read Magic* is required to read another mage's spell book, and a magic-user can learn a spell by reading it in another's book. This learning process requires 2-8 hours of study per spell level, after which

time the spell is learned and thereby immediately usable by the M-U doing the studying.

Illusionist spell books

Illusionist spell books are the same as those of regular magic-users, with the following exceptions:

1. *Standard spell books* contain 24 first or second level spells, 16 third or fourth level spells, or 8 spells of fifth, sixth, and/or seventh level. If first level magic-user spells are known and used by the illusionist, he or she must have a new spell book for such spells; this tome is essentially a *standard* work for first level containing up to 24 spells.

2. *Travelling spell books* hold 6 spells of first or second level, 4 spells or third or fourth level, or but 2 spells of fifth, sixth, and/or seventh level.

Starting spells for an illusionist player-character are determined according to the preference of the player (subject to the usual "chance to know" roll based on intelligence). For additional security, illusionists may opt to do their spell books using *Illusionary Script*, which would only be recognizable as such by another illusionist. A magic-user may not learn a spell from an illusionist spell book (and vice versa) even if the illusionist spell in question is the same in name (and perhaps other respects) as a magic-user spell. The magical forces released by the casting of "namesake" spells are similar to one another, but the way in which that magic is triggered differs from class to class.

Except as noted above, treat illusionist spell books as magic-user spell books.

Cost of magic-user/illusionist spell casting

While the cost of having a cleric cast needed spells is reasonably well detailed in the Dungeon Masters Guide, the cost of magic-user or illusionist spell casting was neglected. Rather than give an extensive list of spell costs, the following set of guidelines will enable the DM to determine a "reasonable" fee for any spell.

Basic costs: A willing magic-user or illusionist will typically work for a fee of 200 gold pieces per spell level. Double the material component(s), or material components of at least such value as substitutions, is also considered to be a part of the basic fee.

Additional costs: Failure to furnish the material component(s) of a spell which has ordinary sort will incur a surcharge of 10% or three times the value of the component(s), whichever is greater. Any extraordinary component(s) bring a 100% surcharge or three times such value, whichever is greater. Spells which place the caster in danger (including such castings as *Identify*, which causes a temporary drop in constitution of the caster) require at least a double fee, and guarantees will be required as well. Spells which age the caster will be cast only if a counter to such aging is awarded prior to spell casting, or else the aging is insignificant to the caster. (A young elf will not be overly concerned about five years, although a ten times normal fee might be charged!)

Magic item payment: A magic-user or illusionist will generally accept some item of magic in lieu of cash or like valuables. In such cases, the sale value of the item, adjusted downward by the general reaction of the spell caster to the individual requesting his or her services, is to be considered the base value of the item. The character and behavior of the NPC encountered will always be the purview of the DM. Such character or behavior will, naturally, often affect costs and fees.

Hostile spell casters: In general, a hostile spell caster will either charge at least double normal fees, or else he or she will simply refuse to cast any spell whatsoever — unless possibly bribed to do so with some magic item. Any spell caster of good alignment is quite unlikely to cast any spell for a character of evil alignment in any event. Again, adjudication of such events is the realm of the DM.

Spell casting under duress: Use the rules in the Dungeon Masters Guide for all magic-user and illusionist spell casting under threat, magical influence, etc.

It is surprising how few spell books are found in tombs and ruins, given the great profusion of magic users running about, isn't it? But perhaps not: the fascination and value of such works is enough to excite even the richest and mightiest passersby, and as a result, few of these books remain long undisturbed.

The sage Elminster has records of a good many, however, whose whereabouts are unknown to him, and which he believes presently lost to human use. (Interested DMs may find these appropriate for use as dungeon treasures or as components of a mage's library.) A selection of four sample texts from Elminster's records follow.

"Mhzentul's Runes"

Appearance: This tome is thin but heavy, comprised of twelve sheets of vellum sewn to a binding of silk and preserved with wax. It is said that the reddish hue of the wax is due to dragon's blood, and this preserves the binding. The truth of this rumor and the effectiveness of the ingredient are unknown. The binding is secured by silken cords to two pieces of oiled wood which have been covered entirely with stretched wyvern hide, held in place by small triangular wedges of silver. Thus far, the wood has not warped or broken, although curious, finger-shaped scorch marks on the hide attest to the heat the volume has endured. The book is not locked or bound, and has no known traps. It is signed with the sigil of Mhzentul:



History: Mhzentul was a powerful, respected mage. His end, men say, came at the battle of the River Rising, where he became a pillar of living flame and burned his way across the field, doing great harm to the hosts of his army, and blazed straight away out into the sea, where his flame was lost to view far out on the

PAGES from the MAGES

A quartet of long-lost magical manuals

waves. Mhzentul is remembered among mages for his works, the "Seven Lost Rings of Mhzentul," and the book that has come to be known as "Mhzentul's Runes."

After Mhzentul's death, a party of treasure seekers, with utmost care and at great risk to themselves, overcame the traps and magics of Mhzentul's mountain abode and penetrated its innermost rooms, but found neither the rings nor the book on the premises. Rumors of the location of these treasures surfaced, citing such a profusion of sources and alleged whereabouts that the items became legendary, but their true resting place remains a mystery. Some six winters after the battle of the River Rising, the book is known to have come into the grasp of the adventurer Uthmang, a half-orc thief. He was immediately slain by the Red Wizard of Alail Thong, who in turn was defeated at Greenstone Keep by the priests of that place. It is not known what happened to the book then, but some two winters later it is said to have passed into the hands of Lhegrand the Sage, and it is from his catalogue we obtain the detailed description aforementioned. Lhegrand held the book only briefly before he was waylaid and enslaved by orcs out of Darkhold, and here we lose track of both book and rings for some seven winters, throughout which

the treasures presumably remained in evil hands. The evil mage Whisper is known to have found the rings, and is suspected to have had the book also, or at least access to it, but the whereabouts of both since his rumored death are not known.

Contents: The first four leaves of the book contain a detailed, exacting, and correct description — as attested to by the sage Lhegrand, an expert on the storage of spells within physical objects and substances — of the process of creating a *Ring of Spell Storing*. (The Dungeon Masters Guide briefly outlines this process.) It is known that at least four of the seven lost rings were of this type.

The five leaves that follow describe the process involved in creating rings that would, upon command, become guardian creatures under the control of the creator, but Lhegrand believes that some portions of the process have been (deliberately?) omitted. "I have not the skill nor the necessary components to enact the process," Lhegrand writes, "but herein I see no manner nor means for imbuing the creature with any animation, nor can I find any dweomercraft written for controlling the creature." Even if this section of the work is indeed incomplete, it is still of immeasurable value, and would bring a high price from most mages.

The third and final section of the work is more informal than the other two, consisting of Mhzentul's notes on his research in fire magic. Lhegrand reports that many runes, glyphs, and symbols are written in special inks upon these pages, and a mage of sufficient level could with diligence glean the complete spells *Fireball*, *Fire Shield*, *Fire Trap*, and *Delayed Blast Fire Ball* from Mhzentul's notes. The scope and thoroughness of Mhzentul's understanding of magic concerned with fire, however, is such that careful study of the book will decrease the time needed to research any fire-related spell by as much as two weeks, Lhegrand estimates.

"...Lhegrand believes that some portions of the process have been (deliberately?) omitted.... Even if this work is incomplete, it is still of immeasurable value, and (it) would bring a high price from most mages."



"Nchaser's Eiyromancia"

Appearance: This tome is thin, bound in black leather, and bears the title *Eiyromancia* on the cover, stamped and inlaid with mother-of-pearl. The edges of the tome have all about been protected with beaten copper strips, and these are fitted with two clasps. The clasps are unlatched by twisting a silver knob on each; if the bottom knob is twisted without first twisting and removing the top one, a poisoned needle springs up the side of the knob. The assassin Nathode says it is coated with Type D (or equivalent intensity) Insinuative poison, apparently renewed from a reservoir under the binding. Nathode did not handle the tome himself, but observed its effect upon another. His testimony verifies a folk legend which says that all who try to open Nchaser's *Eiyromancia* die.

Nathode's recollection dates back seven winters, when the book was brought to the court of Lord Nasher by a merchant, one Furjur the Flippant, who told the Lord that the tome was sold to him by a band of adventuring dwarves he encountered in a clearing deep in the northern forests. One of the members of Nasher's court attempted to open the book, with fatal results (this is what Nathode observed), and it was placed unopened in the Lord's library (Furjur had gifted it to the Lord in return for a charter). It was subsequently stolen during the riots of the Five Fires Rising, and its present whereabouts are unknown.

History: The mage Nchaser has not been seen for nearly twenty winters. Before his disappearance Nchaser wandered the Realms, working and seeking after magic, and upon two occasions served as an advisor to a local ruler. On the second of these occasions, while serving the High Captains of the city of Luskan, Nchaser wrote the *Eiyromancia* and gave it to the High Captain Taerl. Some time after Nchaser's departure, the tome was stolen, and like its author it has wandered the Realms ever since. Alustriel, the High Lady of Silverymoon, had it briefly, gifting it to a dwarf of the Citadel Adbar. The dwarf never returned home, and the book was lost again —and so it

has gone through the years.

Contents: The wizard Arbane, who saw the book briefly while it was at Luskan (he was friend to the High Captain Suljack), reports that it contains four magic-user spells: *Nulathoe's Ninemen* (pronounced *Nin-em-en*), a unique spell of the fifth level used to protect and preserve a dead body; *Nchaser's Glowing Globe*, a unique spell of the fourth level which is used in the creation of luminous globes, and the rare spells *Part Water* and *Statue*. (A "unique" spell is a spell not commonly available, found only in the text in question or else believed to have been first set down therein. In some cases it means only that the text in question is the earliest surviving source of the spell.) The first of the unique spells was devised by Nchaser's tutor Nulathoe, and the second is of Nchaser's invention. By the kindness of Arbane the Mighty, both are reproduced below.

Nulathoe's Ninemen

Level: 5

Range: Touch

Duration: Permanent

Components: V, S, M

Casting Time: 5 segments

Saving Throw: None

Area of Effect: One corpse

Explanation/Description: This spell serves to protect dead creatures of all sorts against normal decay, magically strengthening the joints of corpses or corpse limbs to keep them supple and usable. Its most prevalent practical use is to preserve dead comrades for placing atop a bier in a sepulcher, or in hopes that they may be raised. The magic-user requires fresh blood from a creature of the same race/species as the spell subject, and the dust or powder resulting from the crushing of a moonstone of not less than 7 gp value. As the words of the spell are spoken, the most vital areas of the body (chest cavity, head and neck, joints of extremities) are sprinkled with a small amount of blood, and the whole body is then sprinkled with the moonstone dust. The closing gesture of the spell is the touching of the corpse, whereupon the spell will take immediate effect.



Note that this spell does not heal wounds or staunch bleeding.

Nchaser's Glowing Globe

Level: 4

Range: Touch

Duration: Permanent

Components: V, S, M

Casting Time: 4 segments

Saving Throw: None

Area of Effect: Special

Explanation/Description: This spell requires a globe of blown glass of the finest quality, and a spark. By the use of this spell the caster creates an effect identical to a *Continual Light* spell centered within a transparent object, but with the brightness of the light under the caster's mental control. Continuous control need not be maintained; the caster can merely exert concentration to change the current luminosity of the globe, and it will continue to emit the desired amount of light until a new mental command is received (unless, of course, it should be destroyed). Mental control may be maintained over a globe from a distance of 9" per level of the caster (plus 4" per point of intelligence over 15). Control of a globe cannot be wrested from another except by means of a *Wish* or *Limited Wish* — or upon the death of the owner, whereupon the expectant owner must touch the globe to take mastery over it.

"The Book of the Silver Talon"

Appearance: This book is of papyrus, twenty-six leaves sewn into a leather binding. The leather has been dyed black with some thick, durable dye that remains supple and covers the hide deeply, preserving the tome somewhat. Into the front cover of this is inset a silver claw or talon (held by means of its nails, which pass through the hide and have been folded under shrewdly with a hammer so as to close the grip), from which the book has gained its name. The edges of the leaves have been painted red, rather unevenly, mottling the border of each page.

History: This book is believed to have been the workbook of the famous and much-feared archmage Asmiak, the "One Without Fear," when he was but an apprentice to the wizard Thurl. The strongest proof for this belief comes from the talon device set in the cover (the book is untitled and unsigned), which Asmiak used at the time. This does not mean the book was necessarily his, but a study of Asmiak's deeds reveals his recurring attempts to obtain the book (or re-obtain it, assuming he once possessed it). This indicates he knows the book exists, but its contents would be so superfluous to him now, at the height of his power, that

his attempts seem to be evidence of an emotional attachment to the tome. Asmiak's attempts to possess the book have never been carried out personally, always by agents. At least eight former owners of the book, all of them magic users of low level, have met death because of Asmiak's servants, and other owners of relatively higher levels have narrowly escaped the same fate. Their reports indicate that Asmiak employs a varied complement of servants, many of them not human. One survivor by the name of Casimir, an ex-magic user who now runs the Whistling Wizard Inn, relates that he was slain by three gar-

goyles, who fled with nothing but that one book from among those in his library, and that he found this out when he was subsequently raised by the cleric Steeleye.

The adventurer Steeleye confirms this incident, and adds that the gargoyles were slain with a shower of silver arrows by the elves of the High Forest as the creatures swooped low over the tree-tops, looking for a place to rest.

The gargoyles were flying east at the time, and Asmiak is rumored to live in that direction, far across deserts and mountains. The book fell into the forest, but was not recovered by the elves, and somehow found its way to a bazaar some winters later, where it was purchased by the astonished magician Phandal. He in turn exchanged it for other spells with the theurgist Alphon, who fled with the book into a forest to escape repeated goblin raids against his property. It is not known how Alphon fared after that, but the druid Rairun "Blackbrow" was the next known to have possessed the book. He tried to send it overland to a colleague, but the caravan vanished in the moorlands en route to its destination.

Although no trace of the caravan itself was ever found, an adventurer named Shoon later came across the book in the dungeons of a deserted castle and brought it to the city of Waterdeep. There he sold it to the merchant Deraugus, who never had a chance to sell it, since his shop was robbed later the same night. The master thief Dunas is known to have had the book one winter later, and he traded it to an unknown magic-user for three magic weapons. The book's whereabouts at present are unknown. Dunas has been heard to say he's glad to be rid of the "Book of The Silver Talon," and any who find it would do well to conceal it, or risk attack from the servants of Asmiak.

Contents: The first twenty-two leaves of the book contain spells, all written in magical inks upon the papyrus in a slanted, beautiful hand, including the necessary runes, glyphs, and symbols and notes on necessary conditions and components. The spells are, in order of their appearance in the book: *Read Magic*, *Burning Hands*, *Comprehend Languages*, *Detect Magic*, *Erase*, *Write*, *Identify*, *Message*, *Shocking Grasp*, *Shield*, *Darkness 15' Radius*, *Detect Invisibility*, *Knock*, *Ray of Enfeeblement*, *Web*, *Wizard Lock*, *Blink*, *Dispel Magic*, *Gust of Wind*, *Infravision*, *Phantasmal Force*, and *Protection From Normal Missiles*.

Peculiar to the work are slight variations in the spells that appear to be Asmiak's own. The magician Phandal, who copied from the work spells he needed and noted the changes in those he already knew, notes that the *Burning Hands* spell developed by Asmiak (or taught to him by the wizard Thurl) took 4 segments to cast because of its longer

verbal component, and took the form of a thin beam of flame like a rod or staff extending from the caster's forefinger. This beam can be varied in length from 2 feet to 8 feet by force of will, but is stopped (and deflected, at possible hazard to the caster) by stone, thick wood, earth, and the like. Casimir, who retains this spell in his books, notes that it can be fanned back and forth rapidly by merely waving one's finger, and is therefore far more than a parlor trick for cutting ropes or lighting candles.

The twenty-third page of the book, which was beyond Casimir's mastery when he possessed it, contains notes on how to strengthen the spell's flame into a more potent weapon. This improved version is of the second level of spells, and the theurgist Alphon is thought to have employed it when battling trolls on the Evermoors. It takes six segments to cast, lasts for two rounds, and consists of a cone of flame extending 20 feet from the forefinger, 6 feet in diameter at its furthest extent. The intonation of the verbal component dictates how hot the flames



will be; they may be so hot as to create a breeze and cause target creatures to fall back from the heat. The flame does +1 damage (caster's level +1, expressed in hit points) in the first round after being cast, and damage equal to one-half the caster's level (rounded up) in the second round. Thus, a 7th-level caster does 8 points of damage to those struck in the first round, and 4 points to each victim in the second round. Phandal dubbed this spell the *Flame Ray*.

Other spell variations are minor. Asmiak's *Darkness 15' Radius* uses a tiny vial of ink smashed to the ground, serving as the center of the spell effect, as well as bat fur. Thus, the spell cannot be moved once cast, and the ink seems less effective than pitch or coal, because the spell lasts only 8 rounds, plus 1 per level of the caster. Asmiak specifies giant octopus ink, but Casimir has subsequently experimented with giant squid sepia, and reports that it also produces darkness, although of but 6 rounds (plus 1 per level of the caster) duration. Asmiak's version of the *Ray of Enfeeblement*

has a different verbal component than the accepted norm, and takes 3 segments to cast. It has a fixed range of 6", and a fixed duration of 8 rounds. Similarly, Asmiak's *Blink* spell has a fixed duration of 4 rounds, caused by the differences in both verbal and somatic components (the level and casting time remain the same).

Asmiak's *Gust of Wind* spell is an improved version; it emanates from a self-chosen extremity of the caster, and is thus directional — and the caster can rapidly change this direction. Its somatic component differs from the norm, and its material component is a sycamore seed cluster or milkweed seed (or similar seed, of the type having hairlike fibers that enable it to be borne aloft on a breeze).

The last three pages of the book are careful notes on the preparation of magical inks for all the first-level spells in the book. Users of the art will notice that these are not the only known ink formulas for these spells. Note that the formula for *Burning Hands* will probably not work for writing the spell in its usual form. Asmiak's notes follow:

The following instructions in each case will make ink sufficient to write a single spell. In such writing a quill from a magical beast must be used. (Asmiak does not define "magical beast"; refer to p. 117 of the DMG for what is actually meant.)

Read Magic

1 ounce giant squid sepia
1 large blue sapphire, powdered
1 medium carbuncle, powdered
(or substitute: 1 large rock crystal
and 1 eagle's eye)
alternatively: blue quartz equal in size
to a man's fist
and 2 eyes from a black falcon)
1 drop of the writer's blood
1 pinch of earth
1 sprinkle of water

Powder the rocks and gems in a mortar, and to them add the blood, the earth, and the water. Stir with a finger or a stick (or anything, so long as it is not metal) and mix into a paste. Put this into a crucible, and pass it into the tongue of an open flame. If eyes are used, hold these in the flame just above the open crucible and allow them to be consumed, so that any ash or juices produced will fall into the crucible. Allow the crucible to cool in a dark place. Then, under the light of a waxing or full moon, pour the brew into a flask or vial and stir in the sepia with a finger or other non-metal object.

Burning Hands

1 ounce giant octopus ink
3 drops gold dragon or red dragon blood
or: 2 ounces fire elemental phlogiston
or: 6 salamander scales
or: 1 efreeti horn
2 ounces green plant matter

4 ounces flesh
(from a meaty mammal, but not human or humanoid)
wood, 1 plank or log
cloth, 1 scrap
parchment, 1 sheet

A fire must be built in a brazier, stoked until hot, and fed in full sunlight with the wood, cloth, parchment, flesh, plants — all types of flammable or burnable things the spell will be able to affect. To this add the dragon blood or an alternative ingredient. Allow the fire to burn down, then remove one ounce of coals from the fire bed by hand and immerse them in the ink. The mixture should be stirred to break up the ash, but do not remove the sediment from the ink container — let the undissolved solid settle to the bottom and remain there. Cover and keep from air until cool.

Comprehend Languages

1 ounce giant squid sepia
1 fresh tongue (from any mammal)
1 medium sard (onyx), or powdered sard of equivalent amount
the brain of a sage (see note below)

The sard should be crushed into powder if it is not already in that form. The brain should be placed in a crucible and boiled, while the preparer sprinkles the powdered sard into the fluid thus produced. The tongue (and any parts of the brain not reduced to liquid) should be put whole into the heart of afire, perhaps suspended in a metal pot or otherwise contained — the ashes of those ingredients must be kept separate from the ashes of the fire's fuel — and when the fire burns down, the ashes should be stirred into the fluid first obtained. Allow this mixture to stand for 13 hours, and then pour it into a flask containing the sepia. Place the flask over a fire and bring the mixture slowly to a boil — do not stir. When the vapor given off darkens from red to black, take the flask away from the heat and seal the contents from the air until use.

Note: Some users of the book report that the brain of any intelligent creature which uses and understands languages may be used with success.

Detect Magic

1 ounce giant squid sepia
oak, ash, and thorn branches sufficient for a small fire
1 small sapphire, powdered
1 drop of the writer's blood
1 drop of spring water
1 object which radiates a dweomer

Heat the squid sepia in a fire built of oak, ash, and thorn. Place the object or creature partially or wholly in the sepia, and let it remain there until the fire has burned out and the sepia is cool. While the fire is strong, add first the powdered sapphire, then the drop of water, and then the drop of blood, stirring the mixture once after each is added with a

thorn branch. Ensure that the branch is then consumed in the fire. Let the fire burn out, remove the cooled mixture, and pour it into a flask, taking care that the object with the dweomer is not admitted into the flask.

Erase

1 ounce of giant squid sepia
1 ounce acid
3 dozen caraway seeds, crushed
1 chrysolite
1 black pearl

The gems must be placed whole into the acid and allowed to dissolve. This can take up to two days. When the last trace of the gems is gone (there must be no precipitant), the acid should be boiled, and while it is boiling vigorously, the caraway should be added. It will neutralize the acid and leave the resulting liquid slightly hued, with a small amount of precipitant matter. This must be allowed to cool slowly, and then be stirred into the sepia with a rod or bar of cold iron.



"The book's whereabouts at present are unknown. Dunas has been heard to say that he's glad to be rid of 'The Book of the Silver Talon,' and any who find it would do well to conceal it, or risk attack from the servants of Asmiah."



Write

To set down the spell itself, the ink must be made as follows:

1 ounce giant octopus ink
1 pinch graphite
1 drop of the writer's blood
1 basilisk eye
1 whole plant (including roots), lady's mantle

Chop up the basilisk eye and the plant together, cover in a crucible, and burn to ash over a slow fire of seaborne driftwood or acorns. Add the graphite to the ink, and then the ash. Stir once with a wooden spoon or rod and then add the drop of blood. Cover quickly, shake, and let stand in the moonlight for a night.

When employing the spell, the desired writing must be copied with a special ink. Thurl says there are at least four known formulas for this ink; the intent is to create a neutral ink receptive to a dweomer, so as to capture the essence of a spell. The following ingredients will produce ink sufficient to write one spell, and they may be increased proportionally; add extra owl's eyes, spikenard, and sapphires to increase the quantity of ink

produced, but the quantities for sand, water, mistletoe, lead, and the gems other than the sapphires, remain the same.

1 ounce giant octopus ink
1/2 ounce ichor of slithering tracker
1 owl eye
3 blue-green sapphires, as large and as fine as possible
1 ruby (deep crimson)
1 piece of jet
1 piece of obsidian
1 spikenard (root)
1 pinch of sand
1 drop of water
1/4 ounce of lead
1 sprig of mistletoe

Boil the spikenard, mistletoe, and owl eye in the ichor over a blazing fire. Pulverize and add the lead and the gems when the mixture is at a full boil, in the following order: sapphires, jet, lead, obsidian, and ruby, sprinkling each over the full surface of the boiling mixture. Take the mixture from the flames, stir in the giant octopus ink, and allow to cool uncapped in a windy place. Then add the sand and the water, and allow the container to stand for a full day, making sure it is exposed both to brilliant sunlight and bright moonlight.

Identify

1 ounce giant octopus ink
1 clump of honey fungus plant
1 bunch of fennel
1 fist-sized piece of rose quartz
1 drop of holy water
1 saffron plant
1 small, flawless diamond

Bottle the octopus ink in a silver vial, and take it to the woods at night. Live honey fungus is found on rotting bark and is readily identified by its pale green glow. Pluck it from the bark and submerge it straightaway in the vial, adding the drop of holy water immediately afterward. Cap the vial and warm it in a small fire. Meanwhile, crush and slice the fennel and saffron into a bowl of water, and powder the rose quartz. Add the powder to the silver vial, and shake. Then take the vial from the fire, and allow it to cool in a dark place. Place the bowl over the fire and let the water boil away. Powder the diamond and add it to the water during the boiling. Add the residue to the silver vial, seal, and place under pure, fast-running spring water for at least six days. Store the ink in the silver vial when not in use.

Message

1 ounce giant squid sepia
1 human or humanoid ear
1 human tongue (from a different body than the ear)
1 floral crown from an angelica plant
1 turnip
3 shoots of fox-tail grass
6 hedge mustard leaves
1 drop of dew

Harvest a drop of dew from fern leaves

beneath the light of the full moon. Place a cauldron of water over a fire, add the dew, and heat to a boil. Dice the organic ingredients separately, and add them to the boiling mixture in the following order: the tongue, angelica, hedge mustard, foxtail, turnip, and last the ear, stirring well with a wooden rod or spoon after each infusion. Allow the mixture to boil gently until the liquid is vaporized. Gently warm the sepia over a small flame. Scrape the residue from the inside of the cauldron and stir it into the sepia. Keep heating the mixture for one hour, stirring frequently. Allow it to cool slowly and stand undisturbed for one day.

Shocking Grasp

1 ounce giant octopus ink
1 ounce of ash from a lightning-struck tree

4 drops holy water
1 sapphire, powdered
1 pinch powdered gold
asafetida
balm of gilead
ginseng
mace (or masterwort)

The herbal ingredients must be burnt to ash in an oak fire. This ash is then added to the ash of the lightning-struck tree in a small metal bowl (copper or gold is best). Add two drops of holy water and stir the mixture into a paste. Then add the powdered gold and powdered sapphire and stir in the other two drops of holy water. When this paste is thoroughly mixed, add it to the ink and heat to a boil, stirring until the paste is dissolved. Allow the mixture to stand out of doors for a day and a night.

Shield

1 ounce giant octopus ink
1 human thumbnail
1 pinch of iron (filings)
1 piece of rock crystal
1 pebble
1 beryl
1 star sapphire

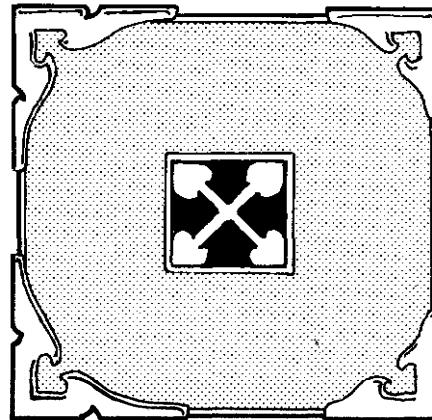
Burn the thumbnail to ash. Pulverize the rock crystal and the pebble separately, then do likewise with each of the two gems. Heat the octopus ink over a small fire but do not let it come to a boil. Add, stirring widdershins, the other ingredients in this order: the pebble dust, the iron filings, the rock crystal dust, the beryl dust, and the dust of the sapphire. Stir until all of these have been thoroughly mixed and partially dissolved, and then add the thumbnail ash. Allow to cool slowly as the fire dies.

"The Chambeeleon"

Appearance: This tome is truly resplendent. Its covers are sheets of polished, iridescent abalone edged and cornered with beaten gold; its pages are of burnished electrum, into which script has been etched and runes, glyphs, symbols and characters are embossed or raised from the surface. The work is demonstrably waterproof. The Chambeeleon (pronounced *Kam-bee-lee-on*) is probably worth 4,000 gp in materials alone. It is worth far more to a magic-user, however, because of its contents.

History: The origin of this tome is unknown, but it is certainly of great antiquity. Many legends exist ascribing its authorship to various sea gods and powerful beings, but nothing of the book's whereabouts is verifiable until Alaer, holder of the Dolphin Throne an age ago, mentions it in an inventory of the sea elves' court at Thunderfoam. It was borne away from that city at some later time, and reappears in the memoirs of the hero Galadaunt, who found it on the deck of an abandoned, drifting "ghost ship" which he boarded off the Emerald Isles. He sold it to a magic-user whose name was not recorded, who we know to have been the tutor of one called "The Mad Mage," who in turn was master to the wizard Arbane. It is likely that the Chambeeleon came into the Mad Mage's possession, but it did not pass into the hands of Arbane, so we have only Arbane's recollections to rely on for its contents. The present location of the Chambeeleon, or even if it still exists, is unknown.

Contents: Arbane said that he often read from the Chambeeleon as he was trained, but was only allowed to peruse certain pages. Many he glimpsed were beyond his understanding, but he remembers that the demon who guarded the book told him it had 66 pages in all and none but Arbane's master had ever mastered them all.



(Arbane's rather brief description of the demon suggests that it was a succubus. There is no mention of a guardian demon in the legends concerned with the book, so it is likely that the Mad Mage bound the demon to guard it, perhaps only for as long as Arbane was allowed access to its pages.)

All of the pages Arbane studied contained spells. From his notes, he gives us this list: *Water Breathing*, *Fly*, *Lightning Bolt*, *Fire Shield* (cold flame version only), *Ice Storm*, *Airy Water*, *Cone of Cold*, *Conjure Elemental* (see below), *Disintegrate*, *Glashee*, *Part Water*, *Spiritwrack*, *Cacodemon*, *Drawmij's Instant Summons*, *Reverse Gravity*, and *Vanish*. "From the Mad Mage's casual comments," writes Arbane, he believes the book also contains the spells *Imprisonment* and *Prismatic Sphere*, but at the time lacked any means to verify this. If the book is entirely full of spells, and each stands alone on one page (as did those Arbane studied), then there may be as many as fifty spells in the work not on Arbane's list. One suspects, however, that there are far fewer, and most of the unknown pages contain records or other writing. Only the possessor of the work knows for sure.

Arbane mentions one important dif-

"If the book is entirely full of spells, and each stands alone on one page, then there may be as many as fifty spells in the work not on Arbane's list.... Only the possessor of the work knows for sure."

ference from the norm in the spells contained in the book: the *Conjure Elemental* spell as it is written therein will summon only water elementals, but these will be friendly to the caster and will never attack him or her.

Such an elemental may (5% chance) return to its own plane before the spell has expired, rather than attacking, and although friendly, it will act only upon the commands of the spellcaster, not helping independently.

If one may trust the more doubtful source of religious teachings, it must be noted that the priesthoods of at least seven aquatic gods worshipped by various creatures claim the Chambeeleon as their own, and assert that the bulk of its pages contain "the" record of the Creation associated with their deity. If this is so, none have proved it.

The sage Elminster has recorded dozens of powerful spell books and magical documents of all descriptions; the preceding are but a sample. He writes teasingly of scores of new spells, hitherto unknown to magic users "at large," and now-lost powers cryptically held within the lost volumes. Adventurers may bring word of more any day, he says, puffing contentedly on his clay pipe....



the SCRIBE non-player character

By Ed Greenwood

Akin to the sages and magic-users of the AD&D™ world are those few artists who combine extraordinary craftsmanship with a mastery of the social and magical uses of language and symbols — the scribes. Most scribes make their livings as servants to courts or large merchant companies, although a few do free-lance work in large cities. Most scribes are keen students and collectors of maps, codes, fragments of lost languages, armorial bearings, signs, runes, and glyphs.

Scribes may be of human or demi-human racial stock (including crossbreeds), and of any alignment. The mercenary nature of a scribe's profession and the breadth of views and ideas to which he or she is exposed lead most scribes to be of neutral-oriented alignments.

To become a scribe, a non-player character must have minimum ability scores of 16 in intelligence, 15 in dexterity, and 10 in wisdom. Once the profession is undertaken, an individual cannot lose scribe status by decreases in these ability scores (although these changes may affect the performance of a scribe). Scribes may not be multi-classed, nor may they have two classes; their work and studies are too time-consuming to allow for irrelevant training. Scribes possessing both intelligence and dexterity scores of 17 or greater add 10% to earned experience points.

Few scribes advance beyond the level of Scholar, and fewer still attain the title of Scribe. Higher Atlars are rare indeed, and are known by no special titles if they continue to advance in levels. There are no restrictions to level advancement because of racial stock or ability scores.

SCRIBES TABLE I
4-sided dice

Experience points	Experience level	for accumulated hit points	Level title
0—2,250			Clerk
2,251—4,500	2	2	Amanuensis
4,501—9,000	3	3	Chirographer
9,001—18,000	4	4	Illuminator
18,001—35,000	5	5	Scrivener
35,001—60,000	6	6	Cartographer
60,001—95,000	7	7	Scholar
95,001—145,000	8	8	Limner
145,001—220,000	9	9	Scribe
220,001—400,000	10	10	Master Scribe
400,001—600,000	11	10+3	Atlar
600,001—800,000	12	10+6	Higher Atlar

200,000 experience points per level of experience beyond 12th.

Scribes gain 3 hit points per level after the 10th.

In combat, a scribe has no weapon or armor restrictions, but always attacks as a first-level fighter, regardless of level of experience as a scribe. A scribe makes saving throws as a fighter of level equal to his or her own scribe level. A scribe may employ all magic items not specifically restricted to another

class, and may cast spells from all scrolls which the scribe can read. For example, an illusionist's scroll would be unreadable to a scribe who had not learned the secret language of that profession, although that same scribe could copy the unreadable script, as detailed later — and many scrolls would require a *Read Magic* on the part of the scribe wishing to use them, if the spells were not ones the scribe had encountered before.

Upon reaching the level of Atlar (11th), ascribe gains limited spell-casting ability. He or she may memorize 2 spells, plus 1 additional spell per point of intelligence above 16, studying to gain them as magic-users do. For each level of experience beyond 11th attained by the scribe, he or she gains the ability to learn 2 additional spells; however, the variety of spells a scribe may cast is quite limited (see hereafter). Scribes are subject to the same requirements of rest, material components, and freedom from disturbance while casting that magic-users are. Just like other spell-casting characters, a scribe cannot make a physical attack and cast a spell in the same round.

A scribe must acquire spells; they are not granted to him or her by the gods. When first learning to use a new spell, a scribe must be tutored by a spell caster whose class employs that spell, and who is personally familiar with the spell. Thereafter, the scribe can memorize the spell unaided. A scribe casts all spells as a magic-user, illusionist, or cleric of the same level as himself or herself, and in the case of the *Glyph of Warding* spell, cannot cast glyphs restricted to a god of an alignment he or she does not share.

Note that the abilities (described hereafter) of a scribe include the effects of a *Write* spell, but this does not require any magic on the part of a scribe.

If a campaign includes new spells (not found in the AD&D rules), such as those devised by player characters, a scribe given the opportunity to learn them will be able to use all spells related to symbols or script. A scribe is otherwise limited to the spells listed in Scribes Table II, all of them cast exactly as described in the Players Handbook.

SCRIBES TABLE II
Spells usable by scribes

- Comprehend Languages* (as the 1st-level magic-user spell)
- Confuse Languages* (reverse of *Comprehend Languages*)
- Erase* (as the 1st-level magic-user spell)
- Explosive Runes* (as the 3rd-level magic-user spell)
- Glyph of Warding* (as the 3rd-level cleric spell)
- Illusionary Script* (as the 3rd-level illusionist spell)
- Legend Lore* (as the 6th-level magic-user spell)
- Read Magic* (as the 1st-level magic-user spell)
- Symbol* (as the 8th-level magic-user spell)
- Unreadable Magic* (reverse of *Read Magic*)

Note: Ascribe's effective level as a spell-caster is equal to his or her actual scribe experience level minus 10; thus, when an 11th-level scribe first gains spell-using ability, he or she casts those spells as though the individual were at the first experience level of the class to which the spell belongs.

A scribe can memorize a number of spells up to the limit allowed by experience level and intelligence; the level of the

spells memorized does not matter. (For instance, an Atlar, immediately upon gaining spell-using ability, can memorize a pair of Symbol spells if he or she so desires, and is not restricted to first-level spells like *Erase* and *Comprehend Languages*). A scribe may not devise his or her own spells, nor does a scribe have the expertise to modify a known spell.

Scribe special abilities

Spell-casting is a power gained only through much study and the development of a scribe's distinctive special abilities. It is these abilities that will shape (and permit the continuance of, by putting food on the table) a scribe's life. They are as follows:

All scribes have the ability to draft and execute records, letters, and documents of accepted local style and form, and to design motifs, armorial bearings, and illustrations acceptable as regards style and content, in local (and trading) society. Scribes are wordsmiths and artists; their work is always of good quality, and often contains codes, hidden messages, and symbolism, either at the request of a client or out of a craftsman's pride in his or her work.

If a tutor is available, a scribe may acquire mastery of one language per point of intelligence, in addition to the alignment, racial, and common tongues already known by the scribe. If several inscriptions of some length are available, a scribe may (and this is the only case where a scribe may "teach himself") through study achieve a mastery of the written (not spoken) form of a language — including codes and secret languages, such as that shared by illusionists. This mastery, unless improved by a tutor, will begin at 80% accuracy and increase by 2% for every level the scribe attains thereafter.

Special ability A: A scribe can copy inscriptions and script (regardless of whether these are in a language known to the scribe) and all symbols or representations (including protective circles, runes, glyphs, and the like). This includes spell formulae — unless such are cursed or trapped in such a way as to preclude a complete visual examination of them, or are concealed by an *Unreadable Magic* spell.

At 5th level, a scribe gains the ability to perform this skill from memory, the amount that can be retained in such a way increasing with level, intelligence, and wisdom (determined specifically by the Dungeon Master).

The percentages given for this ability in Table III are to be applied to codes or magical formulae only; mundane material can be copied correctly with far greater ease (double the chance of success given in the table, to a maximum of 100%).

Special ability B: A scribe can counterfeit the script and presentation of an original (given the necessary ingredients to match colors of ink, and so on). The chance of fooling or convincing an individual familiar with the original increases with the level of the scribe, reaching a maximum of 99%. Note that a copy can contain errors or omissions and still fool an individual who is familiar with the original. A DM can also use this ability to govern situations where a scribe sketches a por-

trait of an individual to show to others, wanting to know if other persons have seen the individual in question. A successful result indicated on an attempt like this means the scribe has composed a clear, unmistakable likeness of the person.

Special ability C: Scribes are illustrators of exceptional skill, and with experience they can master perspective, proportion, and the ability to capture the likeness of a being, even from memory. From practice of these faculties they gain the ability to correctly judge distances and sizes (area and volume), merely from quick visual examination. The accuracy of such judgments increases with advancement in levels.

Special ability D: Scribes have the ability to recognize "at a glance" that symbols or script are magical in nature. With experience, they perfect the ability to identify the precise nature of a particular specimen or specimens. A scribe can tell whether a certain inscription is a spell formula — but not what spell it is, unless the scribe is familiar with that spell. A scribe can tell whether a piece of script or a written design is *cursed*, guarded by *Explosive Runes* or *Unreadable Magic*, whether it is *Illusionary Script* or not, whether a particular rune is a *Symbol* or *Glyph of Warding* or not (and if so, what its particular nature is, if the spell in question is familiar to the scribe), or whether an inscription is normal script upon which *Nystul's Magic Aura* or *Leomund's Trap* has been cast, and so on.

This identification, if successfully attempted, will not trigger any release of magic connected with the symbol or script. Only one attempt per specimen may be made by a scribe. If unsuccessful, the scribe may not try again on a particular inscription until he or she attains a new level. An unsuccessful attempt may also (at the DM's option) unleash any magic contained in protective or "trap" spells upon the unfortunate scribe.

Atlars and Higher Atlars can make scrolls of spells whose formulae they possess, and can inscribe protective pentagrams, circles, and signs, whether or not they know or comprehend the spell in question. (For details of such protective inscriptions, refer to the Dungeon Masters Guide and issue #56 of DRAGON™ Magazine.) There is a 10% chance of error in such activities, with a modifier of -5% if the scribe is familiar with the spell and has performed the action (making the scroll or rune) successfully before, and (cumulative with the first modifier) -5% if supervised by a spellcaster of sufficient level and proper class to cast the spell in question, and who has prior experience with the spell.

This chance for error is to be combined with that detailed under "Failure," DMG p. 117-118, when the manufacture of a scroll is being attempted. Refer to the DMG, p. 121, for fees charged by scribes for manufactured scrolls. The cost to a customer for the creation of a scroll by a scribe will always be at least equal to the prescribed Gold Piece Sale Value for that scroll, unless special circumstances prevail.

Much of a scribe's time is spent executing letters and documents, for the scribe is a master of the etiquette of both local society and international politics and trade communications.

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Such mundane work earns most scribes their bread and butter. Most scribes seek employment with a sage or spell-caster, preferring that over working for a court or a wealthy patron, and in turn preferring that second alternative over free-lance work, which tends to bring assignments either tedious or too difficult to undertake at the payment offered.

SCRIBES TABLE III

Percentage chance of success of special abilities

Special ability	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th
A	25	33	42	52	63	75	88	99	100	100	100	100
B	15	25	35	45	55	65	75	85	95	99	99	99
C	5	12	19	26	33	40	52	64	76	88	90	96
D	7	13	20	28	37	47	58	70	83	97	99	99

Note: All abilities reach their greatest chance of success at 12th level, and do not increase thereafter.

Advancement

A scribe gains experience points through the practice of his or her craft: the perfect execution of a difficult portrait or design, or the development of innovations in the format, content, or accomplishment of a task.

Determination of an innovation or an exceptional or "perfect" execution is governed by the DM, and may be found by rolling percentile dice every time a scribe applies his or her skills to a task of moderate (or greater) complexity. A modified score of 96 or higher denotes such an occurrence.

The dice roll is modified by +01 if the scribe has intelligence of 18 or higher, and by +01 for each week spent on the project (such time being considered as more or less continuous work on the project, the scribe's attention being divided only between this work and his or her minimum physical needs).

For each previous innovation or exceptional execution a scribe has made in work directly related to the task at hand, he or she gets another die roll, choosing the better (or best, if more

than one extra roll is deserved) result as the measure of his or her performance of the task.

Each such successful innovation or exceptional execution is worth a base value of 500 Experience Points, modified by plus or minus 200 points at the DM's discretion (taking into account the circumstances and nature of the task, prior experience of the scribe in the particular field, and other variables).

If the roll fails, and no innovation or outstanding work is performed, a scribe still gains at least one point of experience for successful completion (to the satisfaction of the scribe's client or patron, or if for the scribe's own benefit, completion to a practical, usable form) of all tasks of moderate (or greater) complexity.

A scribe can also gain experience by the study of maps or records new to the character, at the rate of 10-60 (d6 x 10) Experience Points for each such source consulted, as long as the DM judges the source(s) to contain appreciable information new to the scribe.

A scribe gains no direct experience awards for success in combat or in the winning of treasure.

To advance to a new experience level, a scribe who has accumulated the necessary experience points must study under another scribe or a sage, or must receive training from a bard or spell-caster *plus* an artist, a cartographer, or an engineer. If a scribe's tutor is of a classed profession, he or she must be of a level higher than the scribe's own present level. Tutors of non-classed professions must be considered by the DM to have relevant knowledge or skills that will appreciably further the abilities of the scribe. A scribe of 10th or higher level will almost certainly require the services of a tutor from one of the spell-casting classes to advance to a new level.

Obviously, the level-by-level progress of a scribe tends to take much time — and most scribes will consent to provide maps, letters, and on-the-spot dungeon surveys for adventurers only in return for large amounts of money. Time spent away from books, writing table, and easel is time wasted, you see....

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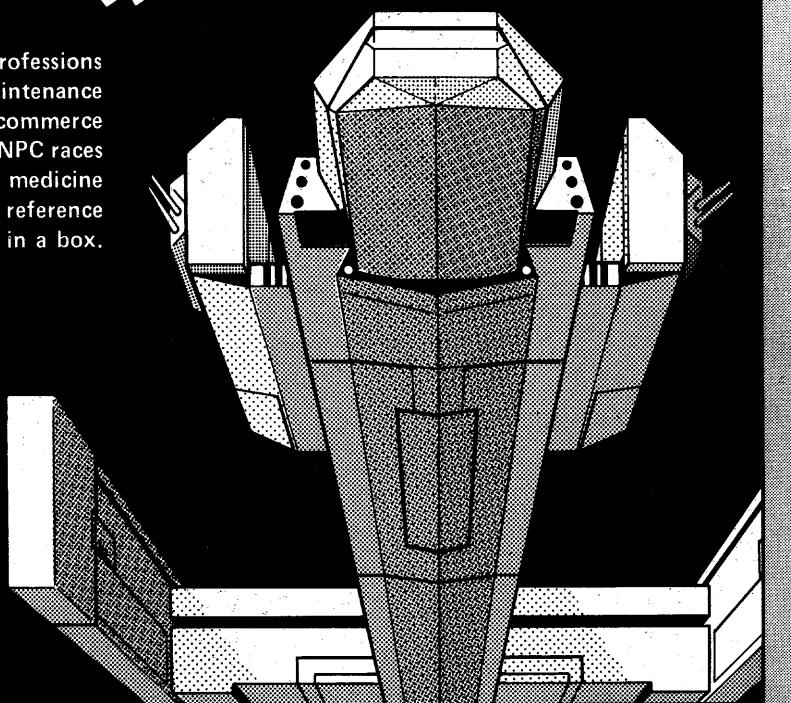
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Will a Clone spell alone restore a character to life when death has occurred and the body has not been recovered? Is there a limit to the number of times a *Clone* spell may restore a character?

Based on the spell description, there is nothing to prevent a character from being "resurrected" by a *Clone* spell once or more than once. The Players Handbook says that "if the original and a duplicate exist at the same time, each knows of the other's existence." This indicates that a clone can exist at a time when the original person is no longer alive. A character with foresight — and a good friend who is capable of casting the *Clone* spell — could do worse than to leave a little of himself or herself behind before going off on a perilous adventure.

Note that the flesh sample needed as the material component of the spell must be obtained from the person to be cloned while that person is alive in order for the pseudo-resurrection to be effected: "The clone will become the person as he or she existed at the time at which the flesh was taken," which means that a flesh sample from an already-dead person will yield only a clone that is just as dead.

In order to properly monitor the chance for success of such a cloning attempt, the DM may make certain stipulations (which players may or may not be aware of). Assuming that some trace of "life" must remain in the flesh sample in order for the spell to work, a means of storing and preserving the sample(s) must be devised and maintained. Flesh that is allowed to decay and/or dry out could spoil the spell casting.

It might be difficult, if not virtually impossible, for two clones of the same person to be created non-simultaneously: Since it takes 2-8 months for a clone to grow after the spell is cast, and at least some measurable amount of time thereafter for the first clone to die, the flesh sample used for a second clone must have been preserved for at least 2 months longer than the first sample. There are only a few methods or devices which might make preservation possible for such an extended time.

If a character dies and, subsequently, two clones of that character come into existence at the same time, the two clones would logically "each desire to do away with the other," with the results as described in the *Clone* spell description. One way or the other, no two clones of the same character can coexist for longer than one week, because the clone created most recently would look upon the first-created clone as if he or she were the original person.

* * *

Why may a person survive teleporting into liquid or gas but not into a solid? Can a person teleport beside an opponent so that his weapon would be lodged into the opponent's head, thereby causing instant death?

A liquid or gas can be displaced when a solid is introduced into it, the same way that you can sit in an empty bathtub or in one that contains water. It doesn't work the same way with two solids; they don't "mix," just like you can't take a bath inside a block of ice. The technical description or interpretation of what

happens really doesn't matter: The point, for playing purposes, is that a mass being teleported is not able to properly rematerialize inside a solid. Persons and/or objects that teleport low and end up inside a solid suffer "instant death," of a sort such that only a *Wish* or similarly strong magic might be able to negate.

The DM may interpret the risks of teleportation liberally enough to allow characters a chance of surviving certain "low" results. For instance, someone trying to teleport to the top of a sand dune might not suffer "instant death" on a "low" result, because it might be assumed that the sand can be displaced by the teleporting mass. But in the best of such circumstances, the person(s) teleporting would be buried and immobilized under 10 feet of sand, which means that whether or not the teleportation "worked" is immaterial, since death by suffocation would almost certainly occur imminently thereafter.

What's wrong with the idea of teleporting a weapon into someone's body? Well, first of all, here's what's right with it: The description of the *Teleport* spell indicates that the variables over which the spell caster has control are the destination and (indirectly) the probability of arriving precisely upon the surface of the solid substance that defines that destination. No mention is made of any ability to change or control in what position or facing the teleported things will reappear. Since teleportation of any sort occurs instantaneously (upon the casting of the spell or the employment of an appropriate magic item), the character(s) and objects being teleported will reappear in the same relative positions they occupied just before making the trip. Since the *Teleport* spell has no somatic component, it would be possible for a magic-user to cast the spell while holding an unsheathed dagger. Likewise, a character employing a magic sword with teleportation power could assume an "attack position" with the weapon and would reappear in the same pose.

However, there is no guarantee that the teleporting person(s) will end up facing in a desired direction —only the location can be specified. By this interpretation, a person trying to teleport to a spot directly behind an intended victim might reappear facing the victim's back, or back-to-back with the target, or in any other configuration between those extremes. If someone insists on trying, the DM can determine the facing and positioning of the teleported mass randomly, and moderate the consequences accordingly.

And even if the "teleport attack" comes off as desired by the teleporter, it's still an open question whether or not a non-living solid can "survive" being teleported inside another (living) solid. A DM who prefers to discourage this activity could rule that if any part of the non-living mass being teleported reappears inside another solid mass, the teleportation is ruined and the person holding such an object suffers "instant death" just as if that person had teleported low into a solid. For the teleportation to succeed, all of the matter being teleported must arrive in a space not already occupied by other solid matter, or else none of the teleported matter — living or non-living — will be able to survive the trip.

In the description of *Affect Normal Fires*, it says that fires can be increased in size and light to become as bright as a Light spell. However, a Light spell casts only as much light as a torch. Which is correct?

First of all, the question doesn't describe *Affect Normal Fires* the same way the Players Handbook does. The spell causes fires to "reduce in size and light" or to "increase in light." A fire can not "be increased in size and light," according to the spell description. This literally means that, while you could reduce a bonfire 3 feet in diameter to a smaller flame (with a corresponding reduction in light output), you could not make a small flame into a fire of greater size by the "increase" application of the spell. The small flame would become as bright (i.e., throw off as much light) as a larger fire, up to the brightness of a Light spell, but would not take up any more physical space than it did before.

It is true that a Light spell casts as much light as a torch. But there are lots of types of "normal fires" (able to be affected by the spell in question) that aren't as bright as a torch to begin with. According to page 102 of the Players Handbook, a lantern is by definition not as bright as a torch (30-foot radius of illumination compared to 40 for the latter), and naturally that would be true of any other type of flame of comparable size. Any source of flame or fire brighter than a torch (such as the aforementioned bonfire) would, presumably, actually be diminished in size and illumination by the use of the "increase" application of the spell.

* * * *

I want to make a continual light wand (by casting the third level cleric spell on a metal rod). In the DMG, under spell explanations, it says, "Darkness spells are the bane of this device...." Does the darkness spell have to be cast on the rod itself in order to negate the light? If so, what would happen—if someone holding the continual light wand (light exposed) walked into an area under a darkness spell? Would the light be cancelled, the darkness be cancelled, or both be negated? Would the wand be negated if a darkness spell is cast in a general area containing the wand, but while it is enclosed so that the light isn't visible?

Either a *Continual Darkness* or *Dispel Magic* spell can negate a *Continual Light* spell, whether the light had been placed over an area or upon an object. *Continual Darkness* does not have to be cast on the rod itself in order to ruin the light wand; the darkness negates not only the *light* of the spell, but also the *magic* which caused the rod to give off the light in the first place. As long as the light wand is in, or is brought into, the area of effect of the darkness spell, both spells would cancel each other out. The same would be true if the wand were in a light-proof container inside the area of effect: That container is not magic-proof, and it is the magic itself, not just the visible effects of that magic, which is negated.

It's important to understand the difference between a light wand of this type and an item which is actually enchanted to give off light, such as a *Wand of Illumination* or a *Gem of Brightness*. When actual magic items are employed to produce magical light, a darkness spell would at best only neutralize the charge(s) currently in use; the item is not rendered unusable as long as other charges remain. For example, *Continual Darkness* will negate the effect of a *Gem of Brightness* for only one day—or not at all, if the owner of the item expends charges to offset the darkness. A continual light wand, on the other hand, is no more than a stick with a spell cast on it. When that spell is dispelled, the stick's light goes out for good (or until another *Continual Light* is cast upon it).

Dispel Magic is effective against a continual light wand, again because it neutralizes the magic of the spell which was applied to the rod. *Dispel Magic* cannot, as the spell description indicates, weaken or negate the power of a "specially enchanted" item such as the *Gem of Brightness*. The success of *Dispel Magic* against a continual light wand or other similar object

depends in part on which particular kind of *Continual Light* was used to manufacture the wand; the dispelling would be more likely to succeed against the magic-user version of *Continual Light*, since that is a second level spell and the cleric and illusionist versions of the same spell are third level incantations.

* * * *

Can a person talk under the influence of a Hold Person spell?

No, because talking or making vocal sounds of any sort requires movement, even if only the vibration of a set of vocal cords. Any character or creature under the influence of a *Hold Person* or *Hold Animal* or *Hold Monster* spell literally can't move a muscle, and it takes muscles to form sounds and to expel the breath that carries the sound forth from its source. This would seem to hold true even for creatures that don't produce sounds the same way human vocal cords do. Sounds are vibrations, and vibrations are created only when something is set in motion. If a creature can make no motion or movement, it can make no sound.

Interestingly enough, the only occasion when sound is mentioned in the description of a *Hold* spell is for the *Hold Plant* spell. That spell "prevents vegetable matter from making any sound or movement which is not caused by wind," according to the Players Handbook. It stands to reason that this would apply to other *Hold* spells and other types of living matter as well.

* * * *

A second-level thief is drained one life level. In the next few days, he accumulates enough gold pieces and experience points to not only get back to second level, but to pay for a *Restoration* spell as well. Could the thief attain third level by application of his XP's and then a *Restoration* (or vice versa)?

A character who wants to be *restored* has a fairly long time to find a cleric to cast the spell. And in the meantime, the character might very well acquire additional treasure and experience. Whether or not the character actually "gets credit" for the experience points, though, should depend on what the character's (assuming a player character in this case) intentions were in the first place.

A second-level thief drained of one energy level becomes a first-level thief with 625 experience points. As soon as that character accumulates enough experience points to qualify for second level, "no further experience points can be gained until the character actually gains the new level," according to the DMG. The training period which the character must undergo to qualify for the new level in *all* respects will take at least 1-4 weeks.

Even if the *Restoration* could still be attempted at this juncture, it wouldn't work, because the thief has already "restored" himself. *Restoration*, as the name of the spell strongly implies, only brings back an energy level when that energy level was previously lost; the spell can't "restore" a character to a level of experience the character had never before attained.

Here's where the character's intentions come into consideration. If the thief voices a desire to seek a *Restoration* after suffering the energy-level drain, and if the thief actively pursues that goal during the next 16 (or perhaps more) days of his life, a kindly DM might defer the recording of experience points for that character, in effect "holding" the thief at first level so the *Restoration* (if it comes to pass) will have its intended effect. Experience gained in the meantime could then be applied to the character's total after he has been *restored* to second level.

But the same benefit should not accrue to a character who wasn't *Restoration*-minded all along. If the thief only starts to think about being *restored* after he happens to run across enough cash to pay for the spell casting, the experience he has gained in the meantime should not be deferred for later application—the points are applied right after they are earned, and if the thief's current XP total exceeds the 1,250 upper limit for first level, he can't be *restored* no matter how much he pays.

HALF-ORCS

Half-orcs, as everyone knows, are what you get when you cross orcs and humans. They are not uncommon in the world of the AD&D™ game, and they do not enjoy good reputations among most populations. One well-known authority describes most half-orcs as "rude, crude, crass, and generally obnoxious."

Why do half-orcs seem to turn out this way? What makes them tick?

To better understand half-orcs, one needs to understand the non-human aspect of their nature. Orcs are probably the most common sort of humanoid creatures. They vary widely in physical appearance, but generally seem to retain a vaguely human look, tinged with a hint of something . . . else.

In nearly all orcish societies, the social philosophy is the same. Orcs are the ultimate social Darwinists; only the strong and the clever survive, and the strongest and cleverest orcs are the ones who manage to reach the upper social levels of their cultures: Orcs have no respect for those weaker than themselves, and are quick to step-and-fetch for those stronger than they. They distrust all overtures of friendship and love, seeing these as a cover for other, baser intentions; if they discover feelings of friendship to be quite genuine, they immediately attempt to manipulate events to take the best advantage of them and gain the upper hand.

Orcs are like this because of the influence of their deities (discussed in the companion article to this one) and because of their own past. Sages have uncovered much evidence showing that

orcs developed in regions generally hostile to life; survival was difficult, and only if a group worked closely together could it hope to collect enough food to get even a part of its numbers through the year. While the group would have to work together to collect food, distributing it was another matter. The strongest orcs got the most food, and the weakest ones got none at all. (They were probably going to die anyway, right?)

The very toughest orcs managed to receive more than just the bare minimum of nourishment, enough to make life more comfortable for them and give them a certain degree of personal security. This also gave them the chance to explore more intellectual occupations than food-gathering, like figuring out how to get more food and living space. The easiest opportunity to be realized was to take food and/or living space away from other folks, and these other folks were usually other orcs. Intertribal competition became fierce, and over the centuries many of these conflicts have "evolved" into what seem to be eternal states of war between various tribes.

Orcs are nocturnal by nature. They prefer to catch prey when it is asleep and less able to escape. Orcs have done this for so long they've developed infravision, the ability to see living objects in darkness by their body heat. The development of infravision was assisted by the orcish habit of living in caves for protection. Orcs tend to live in wilderness areas where the sky is heavily overcast and direct sunlight is non-existent or rare at best. In magical universes such regions are frequently found, their twilight perpetually maintained by the forces of magic cast by mortal or godling. In these places orcs will be much more active than is customary in the daytime, even to the point of conducting raids and hunting, but it is at night when orcs really become dangerous.

Though such lives of hard work and danger have made most orcs rather strong and tough constitutionally, the race has a short lifespan. A 40-year-old orc has reached the virtual end of its natural life; the average orc lives for 12 to 26 years. As might be expected, orcs have a very high rate of reproduction, but their infant mortality rate is quite high, too. Barely one orcish child in three will see adulthood, and fewer still will see old age.

None of this is any surprise to non-orcs who have made even the briefest study of the race. But what shocks the casual observer is the degree of acceptance, even preference, orcs express for

this situation. "How could we feed so many hungry little mouths?" retorted one orc prisoner to a curious paladin. "If you have lots of brats and some of them die, so what? They were the weakest . . . the strongest ones will live and work for you, make you proud of their strength. Who wants weak sons? Your enemies will kill you in your sleep if they see you are protected by weaklings."

As can be inferred from the above comments, orcs prefer male children. Though females are born only slightly less often than males, much fewer of the females survive to adulthood. Other demi-human races with sexual imbalances have that property because of natural reasons; orcs (and certain other humanoids as well), however, are more likely to practice selective infanticide, or otherwise forcibly adjust the ratio of males to females. The emphasis in orcish society is on fighting ability to gain status and well-being; since they have less muscle than males, females generally lose out. Orcs believe that the only value female orcs have is in bearing children (as many as possible) and keeping the cave clean.

Orcish religion is interesting, too, because of the great extent to which the orcs' way of life mirrors the tenets of the religion they follow. By and large, orcs do not well appreciate the consequences of their actions beyond the immediate present (a byproduct of their low wisdom). What they do, they do for the here and now, occasionally with some (but not much) consideration for the future. This is probably due to the necessities of their harsh life; one does not have time to think of the future when one must worry about just getting through today. For orcs, however, this reasoning applies even when times are comparatively good and food is plentiful. They continue to worry primarily about now, not later.

This attitude is reinforced in their religious ceremonies; no mention is made of the future beyond the statement, oft repeated, that orcs shall rule the world someday. It is interesting to note that Gruumsh, the major orcish deity, is one-eyed; this means he has a narrow field of vision and no depth perception at all. The many tales about Gruumsh reveal that, indeed, he too appears prone to act first and think about it later. When he meets another godling who appears to fail to notice him, or to give him proper respect, he doesn't ask why; he attacks.

When Gruumsh's moronic (and two-eyed) son Bahgtru stubs his toe on a huge rock, Gruumsh curses the rock and tries to wrestle it. After breaking it into

They're rude and crude, and so's their point of view

by
Roger Moore



small pieces with Bahgtru's help, he proclaims a victory over the forces of nature. Never mind that he and Bahgtru had their feet cut by rock fragments, or that they are so tired from breaking the rock that they have trouble later fighting giants. The point had to be made, then and there. While Gruumsh will usually act with some forethought and planning, his rage is easily ignited, and it inevitably clouds his judgment. With only one eye, he has but one view of the world: his own. Orcish shamans and half-orc clerics imitate Gruumsh by plucking out one of their eyes, hoping to gain Gruumsh's perspective.

With a background like this, it is hardly surprising that half-orcs are as they are. Produced under questionable circumstances at best, half-orcs will usually retain some properties of both species, human and orc, wherever they are raised. Those brought up in orcish society (the male ones, at least) will be immersed in the previously described orcish social philosophy. Though orcs have some degree of dislike for "half-humans" among them, they are also aware that such beings generally possess more adaptability and cunning than a full orc, and have the potential to be stronger than the average orc.

Unless rivalry between the half-orc and his peers ends his life at an early age, the half-orc will usually achieve a quite

respectable position of power and influence in his tribe. Aware that he is not a full orc, the half-orc will probably feel much superior to orcs and assume added arrogance and pride—thus successfully mixing the worst of human qualities with the "best" of the orcish. These sorts of leaders are exceptionally dangerous, possessing enough foresight and intelligence to lead their tribes on much more widespread raiding, banditry, and warring than is usual for orc bands.

Life is not all rosy for this type of leader, of course; rivalries, jealousies, and intrigues will probably continue within the tribe against him unless he becomes powerful enough to command immediate obedience at the risk of swift destruction. A few cases are known of half-orc females rising to positions of power within a tribe; usually this female is either a warrior disguised as a male (who must flee or die if her deception is discovered), or a cleric for one of the few orcish religions that permit female shamans or clerics. In no known cases have female half-orcs become as widely feared or powerful (personally or politically) as male half-orcs, though this is not through any fault of their own. Orcish sexual prejudice is deep and strong.

Half-orcs raised in human society, usually without the orcish parent present, have a greater likelihood of adopting a variety of non-orcish attitudes and life-

styles, but even then will have some less savory aspects to their nature as well. The average human has a dislike for orcs and anything with orcish ancestry; half-orcs will find themselves the objects of prejudice in most human communities.

Many half-orcs react to the local expectations of them in predictable ways (incidentally reinforcing those expectations). In other words, treat a half-orc as if it were dangerous and bad, and it will probably become dangerous and bad if it wasn't already. Yet there have been examples of neutral-aligned half-orcs and even a few of good nature; most of these retain an unnatural (to many humans) affinity for lawfulness and obedience, but are otherwise acceptable company. Half-orcs raised in a human community are very unlikely to be able to speak orcish unless they have had formal study in it.

Half-orcs have a variety of careers open to them, in whatever society they inhabit. Obviously, and most commonly, they make good fighters; orcish tradition strongly emphasizes personal combat and physical strength.

Half-orcs are fairly good at thieving and banditry, but suffer from relatively poor physical coordination and have some difficulty in applying themselves constantly to improving their skills. Half-orc thieves generally steal for the same reasons as anyone else does, but tend to feel that they are especially justified in what they do by one of their laws of survival: he who cannot hold onto what he has, does not deserve it. They regard their actions as necessary for their own existence, stealing because they *have* to, not just because they want to.

The assassin's skills, by contrast, come most readily to the half-orc. By virtue of their casual regard for the lives of others, even of their own kind, the art of killing has a certain appeal to those with orcish blood. Half-orc assassins often come to believe their actions are for the benefit of the world in general; they are culling out the unfit in the most direct way possible, which brings out another of the orcish laws of survival: if something can be easily killed, it did not deserve to live. Who can resist the urge to be the one who wields the scythe, who decides the fates of others, who has the power of almighty death in his hands? With their preference for a retinue of underlings, half-orc assassins can create powerful guilds to support them, and may end up spreading their influence into many a court or government.

Half-orcs who become clerics will usually combine their clerical practices

with another career, most commonly as a fighter or assassin. This is because half-orcs cannot advance very far in experience as clerics, and they will eventually require another set of skills to keep them on even terms with increasingly tougher adversaries. Half-orc cleric/assassin types are invariably death-worshippers, and strive to put themselves in better favor with their awful gods by personally bringing death to as many beings as possible, within their religion and outside it.

Orcs and half-orcs generally dislike and avoid beings larger than themselves, unless (as in the case of ogres) the orcs feel they can manipulate them sufficiently, with promises of shared treasure and food, to make them useful to the orcish community as guards and/or heavy infantry. Orcs and half-orcs dislike smaller humanoids because they are inevitably weaker, and these races are usually em-

ployed only as slaves. Goblins, who are only marginally weaker than orcs and can hold their own against them at least some of the time, are afforded more tolerance than other small humanoids.

But it is not other humanoids that orcs hate worst of all — it is other orcish tribes. The roots of hatred run deep between conflicting tribes; the original cause of friction, if there was one, has long since been lost to antiquity. Intertribal conflicts are maintained by religious bigotries; each tribe worships a particular orcish patron god with interests that (naturally!) conflict with those of other deities. Even so, all tribes usually pay some homage to Gruumsh, the king of the orcish gods.

Another question concerning orcish and half-orcish personality should be addressed: Why do orcs hate elves so much? Superficial examination of the question reveals little overt cause; orcs

and elves do not frequently compete for the same living space or for the same foods. But a slightly deeper examination shows that in terms of personality, probably no two races could be further apart. For example:

Elves are able to see many sides of a problem; orcs see but one.

Elves carefully examine the long-range consequences of an action, usually before undertaking it, while orcs could care less for anything but the present.

Elves are very long-lived, while orcs have one of the shortest lifespans among the humanoid races.

That list could be longer, contrasting many other aspects of the races' lifestyles, but a point has been developed. Orcs and elves are opposites in nearly every way, and orcs resent the advantages elves have, especially their long lifespan. While elves do not particularly like orcs, they think of them as a short-term problem

THE GODS OF

This is the tale the shamans tell, in the camps of the orcs when the night is deep on the world and dawn is far away:

In the beginning all the gods met and drew lots for the parts of the world in which their representative races would dwell. The human gods drew the lot that allowed humans to dwell where they pleased, in any environment. The elven gods drew the green forests, the dwarven gods drew the high mountains, the gnomish gods the rocky, sunlit hills, and the halfling gods picked the lot that gave

them the fields and meadows. Then the assembled gods turned to the orcish gods and laughed loud and long. "All the lots are taken!" they said tauntingly. "Where will your people dwell, One-Eye? There is no place left!"

There was silence upon the world then, as Gruumsh One-Eye lifted his great iron spear and stretched it forth over the world. The shaft blotted out the sun over a great part of the lands as he spoke: "No. You lie. You have rigged the drawing of the lots, hoping to cheat me and my followers. But One-Eye never sleeps; One-Eye sees all. There is a place for orcs to dwell . . . here!" With that, Gruumsh struck the forests with his spear, and a part of them withered with rot. "And here!" he bellowed, and his spear pierced the mountains, opening mighty rifts and chasms. "And here!" and the spearhead split the hills and made them shake and covered them in dust. "And here!" and the black spear gouged the meadows, and made them barren.

"There!" roared He-Who-Watches triumphantly, and his voice carried to the ends of the world. "There is where the orcs shall dwell! There they shall survive, and multiply, and grow stronger, and a day shall come when they cover the world, and shall slay all of your collected peoples! Orcs shall inherit the world you sought to cheat me of!"

In this way, say the shamans, did the orcs come into the world, and thus did Gruumsh predict the coming time when

orcs will rule alone. This is why orcs make war, ceaseless and endless: war for the wrath of Gruumsh.

The shamans tell other tales, too, that shed light on why things are as they are in the world. Shamans tell of the battle between Corellon Larethian (the chief elven god, whom the shamans call The Big Fairy) and Gruumsh, in which Corellon tried to shoot out Gruumsh's eye (sacrilege!) with his bow, but failed of course. It is not considered important that Gruumsh started the fight by trying to paralyze the elven god with his spear; the shamans say Corellon deserved it for not being properly deferential. Because of this battle, orcs of all sects and cults hate elves over all other non-orc races.

The shamans' tales of the battles between the dwarven gods and the orcish gods for ownership of the mountains would weary the most ardent listener. The orcs are drawn to the mountains by their brutal majesty and stark barrenness, while dwarves love mountains for their isolation and beauty, and for the ores that lie beneath them.

Many have also heard of the eternal battles on the plains of Hell between the goblins and orcs, each side led by their respective gods. No matter how much noise the orcs of this world make about joining their forces with the other humanoids, all orcs are aware that there will be room for one race in the end . . . and it will not be the goblins, the ogres, or any of the rest.

The word from above: Make war, not love

by
Roger
Moore

not worthy of prolonged consideration. Orcs, on the other hand, are consumed with hatred for elves, and will slay them out of hand whenever the opportunity presents itself.

Orcish mythology has several tales of battles between elven and orcish deities. The most famous one occurs between Gruumsh and Corellon Larethian, the chief elven deity. The story goes like this, according to the orcs:

Gruumsh ambushes Corellon in hopes of slaying him and drinking his blood, so as to inherit his special powers; Gruumsh fails, of course, through his own shortsightedness, and Corellon shoots an arrow at Gruumsh's eye.

Though the arrow failed to blind Gruumsh, apparently it was not intended to. Elven stories of the same event (much briefer than the tedious orcish versions) say that Corellon meant the arrow as a warning to Gruumsh of his vulnerability

—a hint that it would only take the loss of his eye to break Gruumsh's power as a god, and that some being might be capable of bringing this about if he were not more careful. Though Gruumsh rails and curses the elven gods through many later stories, he never again tries to directly assault them, and spends his fury on mortal elves instead. Obviously, he took the hint.

In summary, half-orcs are often bound to take on some of the less desirable characteristics of their orcish parents, especially if they are raised in an orc tribe.

Half-orcs are generally tough, respectful of power, and seek to have power themselves. They tend to measure one another by the number and quality of their followers, and they work within a group setting rather than on their own.

Like orcs, half-orcs often act before

thinking about the results of their deeds, and appear somewhat stupid to other more foresighted individuals because of this. They dislike the weak, follow the strong, and quarrel with their equals. Again, this is not true of all half-orcs. But at least a vestige of these characteristics is present in nearly every one, regardless of their individual makeup.

Information for this article was taken from the AD&D rule books, the Players Handbook, the Monster Manual, and the Dungeon Masters Guide, as well as the DEITIES & DEMIGODS™ Cyclopedias. Some additional comments and insights were found in *Master of Middle-Earth*, by Paul H. Kocher. Though this latter book concerns the world of J. R. R. Tolkien, much of the information therein is quite usable in an AD&D setting, and the work is highly recommended to the serious student of role-playing.

THE ORCS



The division of orcs into separate tribes (Evil Eye, Death Moon, Broken Bone, etc.) is usually made along cult lines. The tribal symbol is the holy symbol of the orcish god the tribe holds as its patron. Each patron god seeks to make his followers more powerful than those of the others, since their own power derives from the relative power and might of their worshipers.

There are a large number of orcish gods, representing such spheres of

interests as strength, swordsmanship, military power, the night, death, fertility, hunting, and so forth. Each of them is part of a rigid chain of command with Gruumsh at the top. The relative positions of the gods in the hierarchy varies depending on the shaman doing the telling, as they all seek to emphasize the power and glory of their own deity, sometimes almost to the exclusion of mention of Gruumsh himself.

Warfare between tribes is actually

encouraged to some extent by the orcish gods, who believe that this is the best way of eliminating the unfit and weak, and promoting the survival and growth of the strong. No attention is paid to the thought that it might also waste the best fighters' talents, which might have been better directed against non-orc foes.

A minor cult has been noted, representing the only known orcish religion that doesn't emphasize violence or warfare. Probably less than a hundred orcs belong to this sect, and most sages doubt that the being they worship is even a true god. It appears to have been started when a orc discovered an ancient picture of a female orc, reputedly the most beautiful of her race ever known. This orc and his followers worship the picture and bring it sacrifices of flowers, jewels, and candies. Only time will tell whether they worship a true goddess or just a picture; whether they shall fade away with time, or whether the orcs will someday all follow the ways of the mysterious goddess known as "Mispigie."

Following are descriptions of five of the most powerful orcish gods besides Gruumsh, who is represented in the DEITIES & DEMIGODS™ Cyclopedias. Any use of the word "cleric" in these descriptions, when referring to those who use clerical spells granted by these gods, also includes shamans and witch doctors, as described in the AD&D™ Dungeon Masters Guide, unless otherwise stated.



Yurtrus

Lesser god

ARMOR CLASS: 0
MOVE: 6"
HIT POINTS: 303
NO. OF ATTACKS: 2
DAMAGE/ATTACK: See below
SPECIAL ATTACKS: Disease
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 75%
SIZE: L (12' tall)
ALIGNMENT: Neutral evil
(lawful tendencies)
WORSHIPER'S ALIGN: Assassins
and those who worship or profit
from death (orcs and half-orcs)
SYMBOL: White hand on
dark background
PLANE: Hades
CLERIC/DRUID: 15th level cleric
(destructive spells only)
FIGHTER: As 13 HD monster
MAGIC-USER/ILLUSIONIST: See
below/Nil
THIEF/ASSASSIN: 15th level assassin
MONK/BARD: Nil
PSIONIC ABILITY: VI
S: 18 (+1, +2) I: 18 W: 11 D: 10
C: 17 CH: -4

Yurtrus the White Handed is the terrifying orcish god of death and disease. He appears as a huge, vaguely orcish giant covered with peeling, rotting green flesh; his hands, however, appear com-

pletely normal except for being chalk-white in color. Yurtrus has no mouth and doesn't communicate; the orcs have a way of saying "when White-Hands speaks" when they mean "never."

Yurtrus is surrounded by a huge envelope of stinking gases out to 120'; any mortal beings within this radius are affected as follows: Those up to and including 4 HD/levels as if struck by *Dust of Sneezing and Choking*, those up to 8 HD/levels as if struck by a *Symbol of Pain*, and those of higher levels suffer a -2 "to hit" with no saving throw. All effects last while anyone stays within the cloud of gas.

Yurtrus, in addition to his clerical spells, uses all death-magic spells of 18th level magic-users. He may try to touch his victims instead of using his spells; any being he strikes loses 3-12 hit points and will catch 1-4 random diseases as well (use the listings in the Dungeon Masters Guide). The loss of hit points will be permanent unless recovered by a *Wish* spell, on a one-wish-per-hit-point basis.

The clerics of Yurtrus wear pale white gloves made from the skins of non-orcish humanoids, humans, or demi-humans, during their ceremonies. They wear thin armor (equivalent to cloth) woven of the same materials. In combat they use maces with the weapon's head made in the shape of a white fist. When plague or disease strike the orcs, the clerics of Yurtrus appeal to him for an end to the illness with great sacrifices of prisoners and slaves.

Shargaas

Lesser god

ARMOR CLASS: 2
MOVE: 18"
HIT POINTS: 265
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 3-30 (+8)
SPECIAL ATTACKS: Ambush
SPECIAL DEFENSES: +2 or better
weapon to hit; hiding; blindness
MAGIC RESISTANCE: 65%
SIZE: L (8' tall)
ALIGNMENT: Neutral evil
WORSHIPER'S ALIGN: Thieves,
assassins, and those who do evil
by darkness (orcs and half-orcs)
SYMBOL: Red crescent moon with
red skull between the horns
PLANE: Gehenna
CLERIC/DRUID: Nil
FIGHTER: As 10 HD monster
MAGIC-USER/ILLUSIONIST: 7th level
illusionist
THIEF/ASSASSIN: 16th level thief/
15th level assassin
MONK/BARD: 10th level monk
PSIONIC ABILITY: IV
S: 20 (+3, +8) I: 19 W: 15 D: 24
C: 19 CH: 7 (24 to orcs)

Shargaas the Night Lord lives in a tremendous cavern system below the fiery plain of one of the levels of Gehenna. It is said that his caves extend infinitely, and are darker than the blackest night. There no creature has sight but Shargaas himself and his orcish spirit servants. Shargaas, though blinded completely by light from the sun, can see perfectly well in darkness out to a range of a mile or more. He can also climb any surface, even perfectly smooth ones, without slipping. In the days when he is said to have walked upon the earth, Shargaas could also hide himself and his followers so well that no mortal could detect his ambushes or lairs.

As might be expected, orcish bandits and half-orc thieves hold Shargaas as their patron, as do other regular orc tribes. Clerics of Shargaas are multi-classed (cleric/thieves or cleric/assassins) if they are half-orcs; it is rumored that even orcish shamans and witch doctors have some small degree of thieving or assassination skill (probably some 5-30% success at one or two abilities like hiding in shadows, picking pockets, or assassination from surprise). The major religious holidays in the worship of Shargaas are the times of the new moon, when the sky is dark and cloudy.



Bahgtru

Lesser god

ARMOR CLASS: 1

MOVE: 9"

HIT POINTS: 340

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 10-60 (+15)

SPECIAL ATTACKS: Grapple

SPECIAL DEFENSES: +2 or better weapon to hit; see below

MAGIC RESISTANCE: 35%

SIZE: L (16' tall)

ALIGNMENT: Lawful evil

WORSHIPER'S ALIGN: Lawful evil warriors (orcs and half-orcs)

SYMBOL: Broken thigh bone

PLANE: Nine Hells

CLERIC/DRUID: Nil

FIGHTER: As 16+ HD monster

MAGIC-USER/ILLUSIONIST: Nil

THIEF/ASSASSIN: 6th level assassin

MONK/BARD: Nil

PSIONIC ABILITY: Nil

S: 25 (+7, +14) I: 6 W: 6 D: 18

C: 25 CH: 5 (22 to orcs)

Bahgtru is the son of Gruumsh and Luthic the Cave Mother. Though scorned and derided for his stupidity and lack of self-will, no one says ill of his awesome might. Other orcish gods call upon him for assistance; he is obedient, though his incredible strength always exceeds the expectations of others, and he may

accidentally (?) cause harm to those who command his services, especially if they fail to give him some respect.

It is said that Bahgtru once fought a tremendous reptilian monster from another world, and slew it barehanded by breaking all of its legs. His symbol is derived from this epic battle. Since this, Bahgtru has never been known to use weapons or armor of any usual kind. He wears little other than a great pair of cesti, or gauntlets, studded with steel rivets, with which to beat his victims flat.

Bahgtru is a huge, incredibly muscular orc with dirty tan skin and dull green eyes; his tusks, protruding from either side of his mouth, are glistening white from gnawing on bones. If Baghtru attacks and rolls a number 4 or more over what he needs to hit with both hands, he has grappled his opponent and will crush for 10-120 points of damage per round thereafter, without rolling again to hit. His skin is so thick and tough that blunt weapons do only one point of damage to him before they bounce off.

Clerics of Bahgtru must have a minimum strength of 16, and must keep themselves physically fit. They cannot wear armor, but may use weapons as they choose. Those clerics who lose their required strength lose their other powers as well, and will have their spirits crushed in Bahgtru's fists in the afterlife. Stronger clerics of this cult may help weaker clerics along to the next plane, usually without the latter's permission.



to Gruumsh, of course). Ilneval is the symbol of the leader type, the one who plunges into battle with nothing but victory and destruction on his mind. It is hinted that Ilneval covets Gruumsh's position as the chief god of the orcs; he has been said to have deposed one or two other orcish gods, relegating them to lesser status, in his climb to power.

Ilneval is more of a "captain's god" than a god of the common orcish soldier; Gruumsh is preferred by chieftains and orcish kings, and Bahgtru by common warriors. Though Gruumsh does not trust Ilneval, He-Who-Never-Sleeps has Bahgtru on his side, and this relieves some of his concerns.

Ilneval wears a suit of red iron chain-mail, and wields a sword that slays all non-orcs it strikes (save vs. death at -6). He cannot be touched by missile weapons because of his armor's magical powers, and is immune to non-magical weapons as well. He appears to be a very war-wise and confident being; his face and arms are heavily scarred from the many battles he's fought, but the scars only increase his appeal to his orcish followers.

The clerics of Ilneval, if half-orcs, use broadswords as weapons and are multi-classed cleric/fighters. Clerics of all sorts (orcs and half-orcs) wear red metallic armor, and are expected to be good military leaders as well as good clerics.



Ilneval

Lesser god

ARMOR CLASS: -1

MOVE: 12"

HIT POINTS: 331

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 6-36 (+11)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Immune to missile weapons; +1 or better weapon to hit

MAGIC RESISTANCE: 55%

SIZE: L (9' tall)

ALIGNMENT: Lawful evil

WORSHIPER'S ALIGN: Lawful evil warriors (orcs and half-orcs)

SYMBOL: Bloodied broadsword

PLANE: Nine Hells

CLERIC/DRUID: 8th level cleric

FIGHTER: As 15 HD monster

MAGIC-USER/ILLUSIONIST: Nil

THIEF/ASSASSIN: 14th level assassin

MONK/BARD: Nil

PSIONIC ABILITY: Nil

S: 23 (+5,+11) I: 17 W: 14 D: 20

C: 23 CH: 8 (25 to orcs)

When Gruumsh does not have time to command his armies in Hell, he turns the job over to his chief lieutenant, Ilneval, master of command and strategy (next

Luthic

Lesser goddess

ARMOR CLASS: 3
MOVE: 15" (12")
HIT POINTS: 287
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 5-20 (+7)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: *Regeneration*
MAGIC RESISTANCE: 80%
SIZE: L (8½' tall)

ALIGNMENT: Lawful evil
(neutral tendencies)

WORSHIPER'S ALIGN: Females
(orcs and half-orcs), and those
who need healing or sanctuary

SYMBOL: Cave entrance rune

PLANE: Nine Hells

CLERIC/DRUID: 15th level cleric

FIGHTER: As 12 HD monster

MAGIC-USER/ILLUSIONIST: 12th level
in each

THIEF/ASSASSIN: 6th level in each

MONK/BARD: Nil

PSIONIC ABILITY: Nil

S:19 (+3,+7) I: 18 W: 19 D: 14

C: 20 CH: 12 (25 to orcs)

Luthic governs several spheres. She is the goddess of female orcs, orcish fertility (more so for females; Gruumsh is the male fertility god), caves and caverns (which she digs herself), servitude (as she serves Gruumsh), and primitive medicine, and she helps restore orcish morale.

Luthic is the deity closest to Bahgtru, her son, and he will follow her commands over all others', even those of Gruumsh. Other orcish gods and goddesses fear her great claws, which are so strong they can tunnel through solid rock. Orcish clerics call her the Cave Mother and conduct her services underground. Though she represents female orcs, she



is worshipped by males as well for her ferocity and her healing powers.

Luthic appears as a huge female orc who wears no armor, but has unbreakable black claws four feet long. Her hair and eyes are dull black and her skin is dark brown with a medium brown on the nose and ears. When in contact with the ground, she regenerates 3 hit points per round.

In addition to her normal attacks, Luthic may use magical spells to undo her opponents. And if she hears anyone abuse her name, orc or non-orc alike, she may (25% chance) choose to render that being susceptible to any disease, so that the next time the victim catches even the most minor of ailments, it will prove fatal within 2-7 days. Only the power of three *Wish* spells applied while

the victim is still alive can unwork this curse.

Orcs who follow her worship sometimes rub dirt on themselves to ensure they will have many children, and clerics use earth in casting curative spells (though this is purely a symbolic gesture and not a true material component of the spell). Luthic's worship is one of the few that allow male and female orcs to become clerics; nearly all of the other deities permit male clerics only. Orcs in her tribe (Vile Rune) generally dwell underground, and seem to commit fewer raids against other creatures, though they are especially fierce if their lair is threatened. Orcs guarding clerics of Luthic gain a +2 bonus "to hit" from their ferocity and madness, but this also causes a -2 penalty to their armor classes at the same time.

CLERICAL QUICK REFERENCE CHART

Deity	Sphere of Control	Animal	Raiment			Holy Days	Sacrifice/Propitiation Frequency	Place of Worship
			Head	Body	Color(s)		Form	
Bahgtru	strength	ox	bare	loincloth	n/a	battle days before battle	bones of enemies stolen items	battlefield anywhere
Shargaas	night, thieves	bat	leather cap	leather armor	red & black	new moon monthly		
Ilneval	warriors	n/a	red metal helmet	red metal armor	red	battle days before and after battle	blood and weapons	anywhere
Yurtrus	death, plague	skeleton	bare	skins	white	full moon monthly	living sacrifices	underground crypts
Luthic	caves, healing, females	cave bear	fur cap	leather armor	brown & black	midwinter's day	treasures	cave halls

Clerics, shamans, and witch doctors occupy very important positions within their tribes, and are counted on to give advice to tribal chieftains on matters of warfare and inter-tribal relations. It is not uncommon for such clerics to inherit the position of chieftain themselves and govern the orcs directly. In either case, they should have a retinue of guards equal to that of a major orcish chieftain or king; see the Monster Manual for details.

ROLE PLAYING GAME ASSOCIATION™

Excerpts from *The POLYHEDRON*

The RPGA Bi-monthly Newsletter

TOP SECRET™

ESPIONAGE ROLE PLAYING GAME

AN OPEN LETTER...

I don't know if you know what has happened to TOP SECRET™ game in the past five years, so I'll tell you. After being inspired by a Halloween version of an obscure role playing game at ISU in 1975, I started to write. Leading a pack mule underground with a bunch of greedy, blood-thirsty humanoids just didn't excite me too much at four in the morning. I wanted something I could relate to. Shadowing coeds on campus, opening mailboxes, and searching labs by flashlight are far more productive. Besides, I'd had a childhood of Maxwell Smart, *Mission: Impossible*, and *I Spy*. April Dancer, James Bond, Emma Peel and Ilya Kuriyakin were far more believable to me than Conan or Bilbo or Fafhrd or Elric. So, from a video background and a childhood of mimicry and making people believe I was someone else, the TOP SECRET game evolved.



WILD WEST ADVENTURE GAME

THE FASTEST GUNS THAT NEVER LIVED

This article is a revision of reprints from "The Fastest Guns That Never Lived" articles which have appeared in issues of STRATEGIC REVIEW and DRAGON™ magazines that are out of print. These "guns" are far stronger than most player characters, and will unbalance the game unless caution is exercised, but special scenarios using one or two of them might be enjoyable.

The Rifleman was played by Chuck Connors on TV in the early sixties. Deduct 10 from his chance to hit when he uses any weapon but a rifle.

Bert, Bart, and Beau Maverick were played by James Garner, Jack Kelly, and Roger Moore (respectively) in one of the most popular and well written television shows ever produced. The "tall, dark strangers" all have Gambler Ratings of 02, and they all prefer talking their way out of trouble to shooting; they will however, support their friends to the end.

Clint Eastwood did appear in television westerns, but his career didn't merit the 'star' category until he became the "Man with No Name" in the "Dollars" series of movies. Eastwood has a Gambler Rating of 12, and is definitely one of the finest gunfighters ever seen.

BULLETIN

DAWN PATROL™ Preview

The new FIGHT IN THE SKIES 7th Edition is going to be called the DAWN PATROL™ game, with emphasis on its popular role playing aspects. There are some interesting new rules to add "flavor" to the creation of each pilot personality (like rank, national origin and age), and also to the careers of each (like the possibility of winning medals).

The DAWN PATROL™ game is a multi-player game which simulates World War I aerial combat in the last two years of the war, 1917 and 1918. Each player takes the role of an individual pilot, flying one of the many famous aircraft of the era. The players form a team, and each player makes tactical decisions for maneuvering and fighting, their aircraft reflecting the real historical characteristics of speed, maneuverability, climbing and diving ability, and so forth.

ADVANCED D & D™

FANTASY ADVENTURE GAME

SPELLING BEE: Invisibility

Invisible creatures may be detected without magic. The Dungeon Masters Guide has a table which explains things; simply, any creature with 7 or more levels has a chance at "seeing" invisible. Note that "10 or more levels" is the phrase used in the Players Handbook; the DMG is more recent, and should be used instead. Dragons "see invisible" too, the range determined by their age.

Characters without the experience can use other means, if they're clever enough, to counter invisibility in some situations. For example, an invisible monster in a small room could be dimly seen by breaking a bag of flour or soot inside. The DM should note the danger of explosion if fire is present (medieval flour mills often exploded accidentally).

DISPEL CONFUSION

Q: Can paladins become lycanthropes? Are they immune to all disease?

A: Paladins are indeed immune to all forms of disease. Unfortunately for them, lycanthropy is as much a curse as it is a disease. The DMG uses an example of a paladin contracting lycanthropy, and also mentions *cure disease* and *remove curse* as ways of eliminating it.

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THE POLYHEDRON
PO Box 509 Lake Geneva WI 53147

Q: Do Strength bonuses apply to hand-hurled missiles? And are the Strength bonuses cumulative with Dexterity bonuses to hit?

A: The bonuses do apply, at any range, and are cumulative.



SCIENCE FANTASY GAME

GAMMA WORLD™ Art Contest

Send pencil, ink, or painted illustrations of any monster listed in this series to "GW Art" care of *The POLYHEDRON*. The best illustration of EACH creature will be published in a future newsletter, and the best winner overall will receive a free copy of the new revision of the METAMORPHOSIS ALPHA TO OMEGA™ supplement, once published by TSR Hobbies as "Metamorphosis Alpha" and soon to be re-released as part of the GAMMA WORLD™ game system.

Entries will be judged on accuracy (with respect to the published description) and quality. Be sure to label the illustration with the name of the creature, and please be sure to put your name, address, and membership number on the back so we can tell who's whose.

DUNGEONS & DRAGONS™

FANTASY ADVENTURE GAME

BASICALLY SPEAKING

When first opening the D&D® Basic Set, the beginning DM will find the Basic rulebook, a set of dice with a crayon, D&D Module B2, *The Keep on the Borderlands*, and various fliers — color catalog, RPGA information, questionnaire, and so on. If everything is in order, look at the dice; there should be six. The dice will be much easier to read if you rub the crayon against each face of each die to work the wax into the number. After the dice are all taken care of, read about how to use them on B4 of the rulebook.

Once familiar with the dice, read through the rules — once. Now, turn to the section on starting a character. Use the example given to "roll up" a few sample characters. After you know how to start characters, go to the section on Combat (B24). Read the rules on hand-to-hand combat carefully, and then run a few rounds of it between the sample characters you made.

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Convention



TO: All readers
FROM: "The Editor"
SUBJECT: Module, DRAGON™ #62

TOP SECRET

Espionage Role Playing Game

CHINATOWN: The Jaded Temple is a ready-to-play TOP SECRET™ mission for one to four players (each with a first to third level agent) and an Administrator. Of course, the number of players and their agents' levels is left to the discretion of the Administrator.

The adventure can be played in one of two ways: (1) As a one-shot mission, unrelated to any previous or future missions, generally involving newly created characters; or (2) As part of a larger scheme, a campaign game. These games can involve new or previously established characters, and each mission is linked to past and future missions by a continuous thread of ideas and events.

Either way, this module offers an exotic setting for the agents and is a useful tool for Administrators learning or examining the art of designing game environments.

Note to prospective Administrators: This module is for your use. If something doesn't fit your personal taste, alter or remove it! The only way a module can be "personalized" is if the Administrator using it puts his or her own effort into modifying it.

Chinatown:



The Jaded Temple

TO: Player/Agents
FROM: "The Administrator"
SUBJECT: Mission briefing

TOP SECRET

Espionage Role Playing Game

BACKGROUND: Two days ago shipment of newly discovered radioactive isotope, Dragonium, hijacked for reasons unknown. IMPERATIVE Dragonium found and returned to Darcy Research Institute for proper storage and dispensation. IMPERATIVE isotope containers remain undamaged. Outside sources narrowed possible locations of stolen property to several sites. Investigate location deemed most likely: temple on edge of Chinatown. EXTREME CAUTION advised in use of explosives and small-arms fire.

OBJECTIVE: Investigate temple grounds and interior. Determine location of isotope. (Bonus offered for motive of theft.) If containers found, return to this base with information. DO NOT attempt recovery of isotope.

EQUIPMENT: Street clothing, synchronized watches, throat microphones and ear jacks, flashlights, one Geiger counter wrist unit, one mini-camera with 12 exposures of infrared film, and billy clubs for personal weapons. Return all equipment to proper division upon completion of mission. Other equipment taken on mission must be yours or obtained through other sources.

TRANSPORT: Standard van from the organization's garage assigned, with two sets of keys. Damages over \$500 subtracted from your payment.

PAYMENT: As per standard for "stealing" mission, plus \$100 bonus for each agent due to danger of mission. All medical expenses paid.
Good luck ...

' ' I underestimated the people in Chinatown,' ' said Su Wing. The old

sifu sighed as he turned to his pupil, Ming Lau.

"Well," he continued, "one is never too old to stop learning, especially when dealing with our own people. Who would believe that Chinese would turn against other Chinese?"

"But, master," asked the initiate, "why was their resistance unexpected?"

"It was expected, but not nearly in such proportions. The tongs in Chinatown have fought among themselves for years. We came to Chinatown expecting to be treated with the respect we gained in the old country, but instead we were treated like enemy tongs. Now the other tongs are joining forces to keep the *Anfu* out of Chinatown."

"There must be a way to stop them. *Anfu* must be established in Chinatown," said the initiate. "But the people would never stand for a massacre of the tongs."

"I realize this, but the fact remains that the tongs must be removed and the people kept silent about our presence. If only there was a way to do both...."

Su Wing lapsed into deep thought. An idea began to form.... Yes, it might just work. His students were almost masters of kung fu themselves, and they did need the practice. The execution of the plan would have to be flawless, but he felt sure the students were capable. There would be risks, of course, and just one unfortunate event would ruin the small foothold the *Anfu* had so far gained in Chinatown. The risks he would take, and try to compensate for....

"Master?"

The voice of Ming Lau drifted into his thoughts, unbidden.

"Yes?"

"Have you chosen a course of action?"

"I have. And I am presently going to retire to my quarters. Make sure I am not disturbed until morning," said the *sifu* as he turned and walked toward the interior of the temple.

"Yes, it will work," he said under his breath. "When I am through, it will work."

* * * * *

The technician was instantly upset when he heard the news.

"What do you mean, the *vans* were stolen?"

"Just what I said," answered the guard. "We were driving to the pier, and the next thing you know there's gas all over the inside of the cab! The next thing I knew, I woke up in the street with Lucas beside me, and the *vans* were gone."

"What happened to the driver and guard from the other *van*?" asked the technician.

"I don't know. Maybe they ran for help or something. We just got back here as fast as we could."

Almost anything being shipped in a Darcy Research *van* is valuable, at least to someone, thought the technician. The company's vehicles had been victimized by thieves and hijackers before, but never before had two *vans* traveling together been taken at the same time. And these particular *vans* held something not only valuable but dangerous: containers of Dragonium, a scarce and deadly radioactive isotope.

"Those fools," said the technician. "I wonder if they realize what they're carrying for cargo? If the seal is broken on just one of those containers..." he shuddered.

* * * * *

"Are you sure the *vans* are in there?" asked Mark Jarra as he and his contact sat in their vehicle across the street from a "derelict" warehouse. It didn't seem possible that the building, which looked like it would fall down at any minute, was the hiding place for the two Darcy Research *vans* that had turned up missing the day before. But if his ever-reliable contact in Chinatown was correct, this was definitely the place.

As if to confirm the agent's own thoughts, Chou Yan Lee said, "Of course I'm sure. Do you think I would have questionable information on a matter of such great importance?"

"I know otherwise," said the agent apologetically. "But I find it hard to believe that the *vans* were so easy to locate, especially when the police didn't even have a clue."

"Well," said Chou, "no vehicles have left this place, so the *vans* must still be in there."

"You forget," said a voice behind them. "Three rikshas left the warehouse a couple of hours ago."

"Which reminds me," said Jarra, turning towards the radio operator, "what did our tails pick up on those three?"

"All three drivers stopped at the same location after each made several other stops first. All three then proceeded to a storage warehouse and haven't moved since."

"What's the place they all went to?" asked Jarra.

"It doesn't have a name; just an old temple on the fringe of Chinatown,"

answered the radio operator.

Jarra stepped out of the car they were seated in and leaned back in the open window. "I'm going to take a look inside. Be back quickly." He crossed the street and vanished into the shadows near the warehouse.

In a few minutes Jarra reappeared next to the car. As he slid into the driver's seat, he said, "The *vans* are in there, all right, but they're guarded. I counted four men. The rear doors of the *vans* were open, but I couldn't see any sign of the Dragonium containers."

"Which means they were taken away by the rikshas!"

"Maybe," said the agent. "Since it's the only lead we have, contact headquarters and have them send somebody over to that temple, while we watch this place."

* * * * *

The temple looks harmless enough. It is located at the edge of the area of the city known as "Chinatown." The building is constructed of wood and stone; most of the structure is obscured from view by a ten-foot-high stone wall encircling the grounds. A clump of small, leafy trees blocks the temple from casually prying eyes that look through the single wrought-iron gate in the wall.

During the day, little activity can be observed going on inside the temple grounds. Only an occasional glimpse of a fleeting shape moving in the front courtyard will reward the most persistent of "snoopers."

At night, the area just inside the perimeter wall is illuminated in spots, and human shadows can be seen moving inside the temple itself when a body passes before a lighted window. A lone guard patrols the perimeter wall, his outline clearly discernible in the dim light, but no one looking through the wrought-iron gate into the courtyard will see any other signs of movement outside the temple building.

The inhabitants of Chinatown have become apprehensive about the nature and the purpose of the people inside the temple, and very little activity takes place in the vicinity. No resident of the area will willingly go near the little temple nor the building around the temple. Thus, whether night or day, there is little danger of temple inhabitants being observed by innocents who (if they were more curious or less fearful) might otherwise have caused problems by informing the local authorities.

DESCRIPTIONS

The areas in and around the temple are described so that Administrators can locate needed information quickly. Basically, each section of text contains four sub-sections, as follows:

(1) Number of area. Name of area. General description of furniture and equipment found in the area. Concealed objects (concealment rating) and their descriptions, requirements for determining value, to whom they are valuable, and how valuable they will be.

(2) DAY = Lighting being utilized (A = natural, B = incandescent, or C = fluorescent) from 6 a.m. to 7 p.m. in this area. Names of denizen in the area at these times (followed by a percentage chance they are in the area at any specific time, or the chance of returning after each minute's absence) and what they will be doing (followed by percentage chances if multiple actions are possible).

(3) NIGHT = Same as in "DAY" except this information is for the times between 7 p.m. and 6 a.m. Pitch darkness is natural lighting at night, but this can be altered to "DAY" lighting (if artificial light is available) in one round.

(4) NOTES = Any pertinent data that does not fit into any of the above categories. Also included here is incidental information the Admin might want to introduce into the adventure.

1. FRONT COURTYARD: An open-air courtyard, with trees lining a stone pathway and obscuring the view of most of the yard (treat as "target obscured" situation for hit determination purposes). The pathway branches into two paths, each ending in a set of stone steps leading up 5 feet to the loggia (see #2). The trees are 11-20 feet in height (determine individually if necessary by rolling a d10 and adding 10 to the result).

DAY = "A" lighting. No patrols or denizen in the area.

NIGHT = "B" lighting in the four corners of the courtyard improve the vision of anyone inside the courtyard to that possible in normal daylight. Morris Everhart has watchman's duty on the outer wall (he patrols by walking on the top of the wall) and has a 10% chance of passing a given point (cumulative per each 30 seconds of absence) at any time. He patrols the wall in a clockwise direction.

NOTES = The gate at the front entrance is wrought iron and has a Difficulty Rating of 45. Anyone attempting to break it down will arouse Everhart, who will rush to the gate within 60 seconds (and it will only take this long when he is at the extreme other side of the wall). The gate is locked (—/40). Trees in the courtyard have a 5% chance per foot of height of being able to support the weight of a human.

2. LOGGIA: An open-sided, roofed porch area connects the various sections of the temple building. Pillars stand on either side of the hallway at 10-foot intervals. The roof is 12 feet above the floor of the hallway.

The crosshatched areas on the map represent silent-alarm pressure pads (40/60) which notify the Security Office (see #24) of trespassers. If a pressure pad is seen before it is stepped on, the observer will also notice a set of switches on the edge of each pad, at floor level, that allow the pressure pad to be activated and deactivated from any side of the pad.

DAY = "A" lighting from courtyards. The loggia is unpatrolled during daylight hours, though there is a 5% chance of encountering Kwan Cheng in the area at any time of day.

NIGHT = "A" lighting; overall darkness, except for the light which illuminates the courtyards. There is a 10% chance of an encounter with either Terrance Davis or Rodney Dangrey, who patrol individual and opposing routes which cover the en-

one who tries to sell one or more of the paintings to an art collector will get \$1,000 to \$10,000 for each painting sold, but if the total price of all paintings sold at one time is more than \$15,000, the art collector will notify police authorities (see the TOP SECRET rules for "Fencing Purloined Goods"). These originals are owned by Su Wing, and are not stolen merchandise.

DAY = "A" lighting is in use ("B" when occupied). Roll percentile dice when entering the room: 01-75, room is unoccupied; 76-85, Kwan Cheng and Sui Ying Ho are cleaning the room; 86-99, Su Wing and his students are eating at the dining table; 00, all people mentioned on the above list are present in the room.

NIGHT = "A" lighting. This area is empty; there are no patrols inside the Main Hall at night.

NOTES = Only the double doors leading into the Exercise Room (see #15) are locked or alarmed (15/30) to notify the Security Office (see #24) of trespassers; all others are unlocked.

4. QUARTERS: This room has a sleeping mat in one corner. At the foot of the mat is a locked metal chest (—/15) containing clothing and personal grooming equipment (comb, vanity mirror, toothbrush and toothpaste, wash bowl and pitcher, etc.) and a short-legged table with a lamp ("B" lighting) on it and a throw pillow beside it.

DAY = "A" lighting is in use ("B" lighting possible). There is a 25% chance that Kwan Cheng will be resting on his sleeping mat. Otherwise, the room will be unoccupied.

NIGHT = "A" lighting is in use. Kwan Cheng will be asleep on his mat, but if any loud noises are made within 10 feet of his room, he will be awake and ready to surprise prowlers.

NOTES = Kwan Cheng is a 72-year-old, 7th-degree black belt in kung fu. He was formerly Su Wing's *sifu* (master) before Su Wing himself achieved that rank. There is a dead-bolt lock on the inside of the room's door, but the lock is never used by Kwan Cheng.

5. QUARTERS: This room has a sleeping mat, and at its foot a metal chest which is locked (—/15) and contains a collection of diaries and scrapbooks written by Sui Ying Ho as well as clothing for all occasions). The room has a nightstand which holds a reading lamp ("B" lighting) and a book of Chinese history.

DAY = "A" lighting is in use ("B" lighting possible). The room is only occupied by Sui Ying Ho's Siamese cat, Kio (Life Level = 6/Injury Modifier = 2). The cat will not bother anyone entering the room.

NIGHT = "A" lighting. Roll percentile dice upon entering the room: 01-80, Sui Ying Ho is asleep on her mat (there is a 50% chance that Kio will "meow" unless the intruders do something to keep the

Chinatown: The Jaded Temple

by Jerry Epperson

tire loggia. Both use flashlights which illuminate a 3-foot area around the light.

NOTES = Doors leading to areas #16-19 are locked (—/30); doors to the main building (#3) are alarmed and locked (25/40), and give notice of trespassers to the Security Office (see #24).

3. MAIN HALL: The walls and floor of this giant room are parqueted with dark wood, and the interior is tastefully decorated in modern Chinese decor. The western section of the room contains three small, short-legged tables, each accompanied by six large throw pillows. The eastern part of the room has a longer (also short-legged) dining table with twelve throw pillows around it. The walls have a variety of items hanging or leaning against them, mostly paintings (a total of seven) and some canvas hangings of Chinese poetry. Anyone with an AOK of 100+ in Fine Arts will recognize the paintings as valuable originals by well-known Chinese artists. (All of the poetry is the work of Su Wing, and would not be recognizable in the same fashion.) Any-

" . . . I wish that Master Su Wing would not bring the trucks here. Not only do I fear for his safety, but for ours . . . "

cat quiet); 81-95, Sui Ying Ho is reading her Chinese history book ("C" lighting); 96-00, Sui Ying Ho is sitting at the table writing an entry in one of her diaries ("B" lighting).

NOTES = The door to this room is always locked (-/30). If the agents examine Sui Ying Ho's diaries, a knowledge of the Chinese language (75+) is necessary to understand what is written. After 1-5 minutes of reading, (roll a ten-sided die and divide by two, rounding up) the reader will find some interesting entries:

"...I wish that Master Su Wing would not bring the trucks here. Not only do I fear for his safety, but for ours...."

"...My fears were unfounded. The Master has decided to transport the stolen goods by riksha to the basement. I think they will use the gymnasium entrance, though I cannot be sure until they get here. I do not look forward to that time...."

"...They have arrived. I am not sure what the Master intends to do with the metal cannisters, but he has told me that something will be done in the very near future. The future can not come too soon...."

This last entry is dated on the day of the reading.

6. KITCHEN: This room has several food preparation areas and includes a stainless steel table, fireplace, oven, stove, and refrigerator-freezer. There are sinks and storage shelves, with dry goods lined along the shelf edge, along one wall and a dumbwaiter in the northeast corner (see map).

DAY = "C" lighting is in use. Sui Ying Ho will be here 75% of the time, preparing food for either Su Wing or the personnel in the basement area.

NIGHT = "A" lighting. The kitchen will be empty at night, and it is not part of the patrolled area.

NOTES = The kitchen has several nasty HTH weapons: cleavers (HWV = 50), knives (50), and cutting boards (30). The dumbwaiter can carry 125 pounds of weight in its 4' x 4' x 4' frame. Anyone with an AOK of 110+ in Physics will know this fact intuitively. Others will take some time to figure out the proper calculations, but can eventually accomplish the task. Anyone who weighs more than 125 pounds will cause the cable to snap, and will fall (inside the dumbwaiter) to the basement level 30 feet down. The falling character takes 2d10 damage; see the TOP SECRET rules, "Damage From Falling." The noise will alert everyone with-

in 100 feet of the crash.

7. STORAGE: This room is full of shelves reaching almost to the ceiling. Some shelves are empty and very dusty. On other shelves are boxes marked "Uniforms" and "Mats." In the boxes are kung fu exercise uniforms, guard uniforms, police outfits, and a potpourri of other uniforms. The boxes labeled "Mats" are empty.

DAY = "A" lighting is in use ("C" lighting available). The storage area is devoid of personnel and is not patrolled, so that the chance of an encounter in this room with another person is virtually zero.

NIGHT = "A" lighting is in use. The room is always unoccupied and not patrolled at night.

NOTES = The door is locked (30/45) and alarmed to notify the Security Office (see #24) of trespassers. To search every box in this room would require 30 minutes for one man, proportionately less time for more than one. For each 3 minutes spent in normal search, there is a 5% chance of being discovered by guards patrolling outside the room, or of guards being notified of intruders by people who pass near the room. The Administrator will determine who, if anyone, will show up to investigate.

8. QUARTERS: This room has a sleeping mat and a dresser (containing extra kung fu exercise uniforms, street clothing, and scrapbooks filled with clippings from competitions won by "Ming Lau"). On the dresser are five trophies, all for victories in martial arts tournaments.

DAY = "A" lighting is in use ("B" lighting possible). There is a 35% chance of Ming Lau being found in this room, practicing his kung fu routines.

NIGHT = "A" lighting is in use. There is a 75% chance that Ming Lau will be feigning sleep if enough noise was made prior to anyone entering his room; otherwise, he will be found asleep.

NOTES = The door is always locked (-/30) during the day, and there is a 75% chance the door is locked at night (Ming Lau forgets sometimes).

Ming Lau is a 28-year-old, 4th-degree black belt. He is young, and acts very cocky when he knows his expertise is greater than those around him, but is an introvert when around those with more skill. Su Wing is training him to be an assassin.

9. QUARTERS: This room has a sleeping mat, some practice mats, and a trunk which contains some clothing and room

decorations. Beneath a false bottom (35) there lies a manila envelope which contains papers dealing with a new initiate of the *Anfu* organization, Walter Moy.

DAY = "A" lighting is in use. There is a 45% chance that Walter Moy will be here. Otherwise, the room is empty.

NIGHT = "A" lighting is in use ("B" lighting possible). There is a 30% chance that Moy will be practicing his kung fu routines on the practice mats. Otherwise he will be asleep on his sleeping mat.

NOTES = The door is always locked (-/30). If the room is occupied, "B" lighting will be used. Walter Moy has the same chance as Ming Lau of awakening because of noise from outside (see #8).

Walter Moy is a 21 -year-old, 1st-degree black belt who has just recently joined the *Anfu*. He is particularly adept at martial arts and was enlisted shortly after aquiring his black belt; at his young age, this achievement is nothing short of a miracle.

10. QUARTERS: This room has a sleeping mat, short-legged desk, throw pillow, lamp ("C" lighting), and several kung fu training manuals.

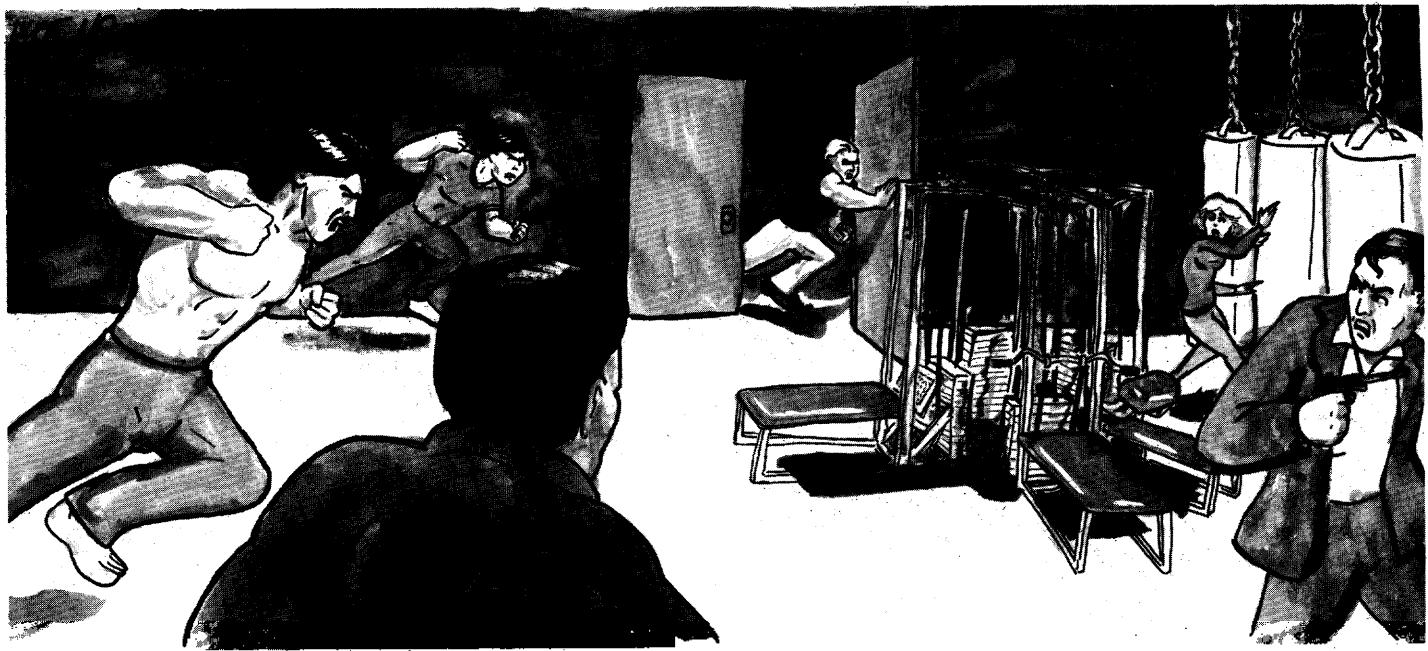
DAY = "A" lighting is in use ("B" or "C" available). There is a 25% chance that Mar Runck will be found reading one of his training manuals; otherwise, the room will be empty.

NIGHT = When an individual enters the room, roll percentile dice: 01-85, Mar Runck will be asleep on his mat; 86-90, he will be reading his manuals; 91-95, he will be found using a small radio, contacting his Russian agent friends at the Soviet embassy in town and reporting his findings about the *Anfu*; 96-00, Mar Runck is out of his room (meeting a Soviet contact). If the room is occupied, "B" lighting will be used; otherwise, "A" lighting is in effect.

NOTES = As can be gathered from the above description, Mar Runck is a Soviet agent investigating the *Anfu* operation in Chinatown. He will not jeopardize his cover to help captured agents, but will fight them as if he were a member of *Anfu* (though he can be influenced; see the TOP SECRET rules on "Contacts").

Mar Runck is a 23-year-old, 3rd-degree black belt. He is of Yugoslavian descent and comes from a "history" of revolutionaries; thus, he was prime material for the *Anfu* people to recruit from the Soviets. Su Wing does, however, have his doubts about Runck's sincerity.

11. QUARTERS: This room has several short-legged tables and pillows. There



are also several listening devices and their headsets on the tables. The listening devices include a parabolic microphone, worth \$350 to the organization; a transmitter locator, worth \$8,750; and a wired drop microphone, worth \$15. The wire from this microphone runs under the floor and beneath room #10. There is also an all-wave radio scanner/receiver, worth \$9,500, with three headsets connected to it.

DAY = "B" lighting. *Anfu* agents Chuck Lee, Sin Bo, and Howell Glennon are manning the listening devices and keeping tabs on Mar Runck. Two agents (roll d6: 1-2, Chuck Lee and Sin Bo; 3-4, Chuck Lee and Howell Glennon; 5-6, Sin Bo and Howell Glennon) are watching Runck, or at least listening in on him, at all times.

NIGHT = "A" lighting. Chuck Lee, Sin Bo, and/or Howell Glennon are keeping their silent watch. If Runck is out of his room, roll on "DAY" watch table to determine which of his observers is gone from the room. Otherwise, all three agents are in the room.

NOTES = These agents, when not sleeping, wear infrared goggles which allow "night vision" to a limited extent. They all wear rubber-soled shoes to minimize noise. These pieces of special equipment are used only at night. The door is always locked (—/45).

Chuck Lee is a 25-year-old, 3rd-degree black belt from China. Sin Bo is a 22-year-old, 1st-degree black belt from Korea. Howell Glennon is a 30-year-old, 4th-degree black belt from the Netherlands, a "free agent" employed for his expertise in surveillance. All are *Anfu*-trained agents: though they are not permanently based in Chinatown, and will act to protect any other *Anfu* agent — whether or not that agent is a suspected infiltrator.

12. QUARTERS: This room has three cots and several shelves containing food and cooking utensils. There is a concealed door (10) leading to room #11.

DAY = "A" lighting ("B" available). The room is usually unoccupied, but there is a 10% chance that one and only one of the three surveillance agents from room #11 will be asleep on a cot. Roll d6: 1-2, Chuck Lee; 3-4, Sin Bo; 5-6, Howell Glennon.

NIGHT = "A" lighting ("B" available). There is a 30% chance the room is occupied by one of the three agents from room #11; that agent will be asleep on a cot. Roll d6, finding the result as in the "DAY" description above.

NOTES = This door is always locked (—/60) and is never used by anyone, including the occasional occupants. The door connecting room #11 with this one is never locked.

13. QUARTERS: This room has a sleeping mat and a large trunk, containing clothing and personal paraphernalia (souvenirs from China, scrapbook of youth, other non-important items), which is locked (—/15). Also in the room is a bookshelf holding a variety of anarchist-style books, and a short-legged table with throw pillows.

DAY = "A" lighting ("B" available). There is a 25% chance that Chou Leung will be reading in his room; otherwise, the place is vacant.

NIGHT = "A" lighting. There is a 10% chance Chou Leung will be found reading ("B" lighting); otherwise, he will be asleep on his mat.

NOTES = The door is always locked (—/30) and jury-rigged to alert Chou Leung of intruders (a small bell hanging over the lip of the door will fall when opened; there is a 5% chance the alarm will fail, but deactivation is impossible). Unlike the other students of Su Wing,

Chou Leung packs a pistol at all times.

Chou Leung is a 21-year-old, 1st-degree black belt. He joined the *Anfu* hoping to get revenge on the government that "killed" his father (he died a broken man because of the welfare system). His mother committed suicide shortly after his father's death, so Chou Leung has seen a lot of death and will not hesitate to deal it out in moderate doses.

14. QUARTERS: This room has a sleeping mat, a dresser which contains clothing, a shelf holding several books on martial arts and fighting techniques, a short-legged writing table with desk lamp ("C" lighting) and throw pillow, and a filing cabinet containing information about the *Anfu* operation in Chinatown. The documents, though they appear authentic, are worthless frauds.

DAY = "A" lighting ("B" available). There is a 10% chance that Su Wing will be found here working on his plans for Chinatown. In this case, he will have with him some quite authentic papers referring to the use of radioactive bombs as "controls" on the people of Chinatown. Otherwise, the room will be empty and no such notes will be found.

NIGHT = "A" lighting. Su Wing will originally be asleep on his mat, but any noise made prior to entering the room has a 25% chance of waking him. Any noise made while actually entering the room has a 75% chance of waking him, though he will feign sleep until he can effectively attack.

NOTES = The door is locked during the day (—/45); at night, a deadbolt is applied and so is an alarm (25/65) which notifies the Security Office (see #24), as well as Su Wing himself, of intruders.

Su Wing is a 56-year-old, 9th-degree black belt. He is the organizer and leader of the Chinatown-based *Anfu* organization. His cunning and intelligence during

a confrontation are matched only by his deadliness. The Administrator should strive to play Su Wing like the master he is, with the eloquence of a true noble personality. Do not give agents an easy time of it when they try to tackle Su Wing — he's mean and he knows it!

15. EXERCISE ROOM: The southern two-thirds of this room's floor is covered with large padded mats for practicing kung fu routines. On the uncovered floor are five single-unit saunas, a weight and bench-press machine, three punching bags, and a set of barbells, plus some 30 individual loose weights ranging from 5 to 20 pounds. A concealed door (10) on the south wall opens onto the street. The door is a 20-foot-wide steel panel with stonework attached to the street-side surface. When activated, it slides to the west behind the solid wall adjacent to it. The area covered by the mats is part of a hydraulic lift system which can raise and lower a 50-foot-square platform from the basement to ground level. The lift can only be discovered if agents move exercise mats off the floor in this area to reveal the surface beneath.

DAY = "C" lighting. There is a 40% chance that Su Wing and his students will be training in the room.

NIGHT = "A" lighting. This room is unpatrolled and unoccupied at night.

NOTES = A master switch located in the southeast corner of the room near the concealed door will activate the lift and cause it to descend to the basement (see Garage, room #40). The switch will be found automatically by any agent who searches for such a thing, but if a specific search is not made for the switch, there is only a 5% chance for an agent to notice the small device, and then only if the agent comes within 10 feet of the southeast corner of the room. The door leading to room #3 is locked and alarmed (15/30) to notify the Security Office (see #24) of intruders.

16. QUARTERS: This room contains a sleeping cot, a writing table with a desk lamp ("C" lighting), and a dresser holding personal clothing and a carrying case for an assault rifle. An agent with an AOK of 110+ in Military Science will be able to identify the case as belonging to a 7.62mm AKM.

DAY = "A" lighting ("B" or "C" available). There is a 80% chance that Morris Everhart is in his room. If he is, there is an 80% chance he is sleeping on the cot; otherwise, he is awake and cleaning his rifle.

NIGHT = "A" lighting. The room is always empty at night and is never checked by passing guards.

NOTES = The door is locked (—/30). Anyone making unnecessary noise while guards are passing outside the door runs the risk (Administrator's discretion) of being heard.

17. QUARTERS: This room has a sleeping cot, a night stand with a clock radio and a desk lamp ("C" lighting) on it, and a large trunk, containing clothing items and extra guard uniforms, that is locked (—/15).

DAY = "A" lighting ("B" or "C" available). Rodney Dangrey will be found sleeping on his cot. He will not usually be awakened by anything softer than a gunshot, much less someone trying to enter his room. He has been known to sleep through the noise of a vacuum cleaner being used in the same room.

NIGHT = "A" lighting. The room will be empty at night and goes unchecked by passing guards.

NOTES = The door is always locked (—/30). If agents enter this room while Dangrey is asleep, and don't make any blunders or actual attempts to wake him up, they can probably operate without being disturbed; people passing in the hallway, if they hear anything, will just think Dangrey is up and moving around.

18. QUARTERS: This room has a short-legged desk, several throw pillows, a hammock, and a large metal trunk containing clothing, pistol-cleaning equipment, and several boxes of .32 cartridges for pistols. There is a concealed compartment (30) in the trunk bottom that contains a locked (—/10) wooden chest. The chest contains the components for a Walther GSP Match Pistol (Rate=1 / Ammo=5 / A=8 / C=0 / F=3 / P=4 / R=5 / Weight=49 oz.) that is worth \$900 to any handgun enthusiast. Someone with an AOK of 90+ in Military Science can assemble the weapon.

DAY = "A" lighting ("B" available). There is a 75% chance that Terrance Davis will be asleep in here; otherwise, he is wandering in the temple area and may return (45% chance every 5 minutes).

NIGHT = "A" lighting. The room will be empty and is not checked by passing patrols, though any movement might be checked out (5% chance that a guard will enter the room; roll once for every minute inside) by either Rodney Dangrey or Terrance Davis (50% chance for each).

NOTES = The door is always locked (—/45), and the chance of being discovered from outside the room at night goes up by 25% if a light is used while in this room. (The door is not flush with the door jamb, so light seeps out under the door). The Administrator should apply this modifier when a light shows; then, if the discovery roll would not have succeeded without the modifier, the agent was not heard, and the guard will enter intending just to turn out the light.

19. BATHROOM: This room contains a single shower unit, a toilet, a sink, and a medicine cabinet. The cabinet contains aspirin and upset-stomach medication, but no prescription drugs and nothing illegal. There are several boxes of ban-

dages and first-aid medication, and several bottles of shaving lotion and cologne. The room is always kept clean, and a very obvious dead-bolt lock is attached to the inside of the door.

DAY = "A" lighting ("B" lighting plus fan when occupied). At any time, there is a 5% chance someone will be using the bathroom. If so, roll d10 to determine who: 1=Su Wing, 2=Ming Lau, 3=Walter Moy, 4=Mar Runck, 5=Chou Leung, 6=Kwan Cheng, 7=Sui Ying Ho, 8=Morris Everhart, 9=Terrance Davis, 10=Rodney Dangrey.

NIGHT = "A" lighting. The bathroom will be empty and no one ever checks it while on patrol.

NOTES = The door is unlocked when the room is unoccupied, locked (—/20) when in use.

20. EXERCISE COURTYARD: This open-air, very well cultivated courtyard has closely cropped grass and a large willow tree (36 feet tall) growing next to a giant flat-topped rock. Surrounding the courtyard, 5 feet higher than the courtyard itself, is the loggia (see #2).

DAY = "A" lighting. There is a 30% chance that Su Wing and his students will be here practicing "live combat." If they are not on hand, there is a 25% chance that Kwan Cheng will be present, helping to keep the courtyard immaculate. Otherwise, the area is empty.

NIGHT = "A" lighting. The courtyard will be empty, but intruders stand a 10% chance of being discovered after being in the area for one minute, with a cumulative +1% to the chance for each minute, they remain in the courtyard beyond the first. To determine the guard who discovers the intrusion, roll d10: 1-3, Terrance Davis; 4-6, Rodney Dangrey; 7-10, Morris Everhart.

NOTES = Several ladders allow people to climb down from the loggia to the exercise courtyard. Anyone who jumps from the loggia down to the courtyard, not using a ladder, could (5% chance) sustain 1-2 points of damage from a twisted ankle or some such injury. The large branches of the willow tree can hold 175 pounds of weight before breaking. If there is a disturbance due to an injury or a tree branch giving way, roll d10 to determine which guard arrives to investigate the noise, using the list above.

21. REAR COURTYARD: This open-air courtyard is just as well manicured as the Exercise Courtyard (see #20), and the trees obscure vision just like those in the Front Courtyard (see #1). The pond has a large and varied supply of tropical fish, ranging from harmless goldfish to the turkeyfish — whose skin is poisonous to the touch — and a variety of coral arrangements. The bridge and the cobblestone pathways are not unusual in any way. The Storage Shed (see #22) dominates the northeast corner of the



temple grounds.

DAY = "A" lighting is the only available. There is a 10% chance of encountering Kwan Cheng and Su Wing as they share each other's company in the courtyard. Otherwise, the courtyard is vacant.

NIGHT = "A" is the only lighting. There is a 10% chance per minute (cumulative) of being seen by Morris Everhart as he patrols the perimeter wall. Also, the guards on the loggia have a chance of noting intruders, as described under #2.

NOTES = There is a 10% chance that anyone stepping into the pond will come in contact with a turkeyfish. The unfortunate person will immediately be affected by its poison (consider the effects similar to "convulsionary poison" as in the TOP SECRET rules for "Poisons: Use, Effects, and Antidotes"). Tree height should be determined and utilized as per the procedure described under #1.

Anyone with an AOK of 100+ in Animal Science will be able to identify the turkeyfish and thus be able (with Medical AOK of 30+) to apply the proper first-aid treatment to offset the effects of the poison.

22. STORAGE SHED: This shed has a solid cement floor with walls and roof of cement block. It is full of gardening equipment (rakes, lawnmower, spreader, several bags of fertilizer and grass seed, tool boxes full of tools), but the most interesting item is a large floor safe mounted on a cart. The safe is locked (10/60) and empty. If the cart is moved, the person(s) moving it will notice that it was sitting on a metal plate. This is a hydraulic lift going down to room #23, and is controlled by pressure studs on the pad itself.

DAY = "A" lighting ("B" available). The shed is empty of personnel at all times.

NIGHT = "A" lighting. Agents in the vicinity of the shed might (10% chance)

see someone (Su Wing) enter the shed and not come out. (Su Wing has used the lift to reach room #23.) Otherwise, the shed is vacant.

NOTES = To spot the metal plate, the safe must be moved. No other procedure is allowed. If the safe is opened and the alarm goes off, the Security Office (see #24) will be notified and will be waiting in #23 for the intruders to enter. The thick metal door to the shed has the world's finest padlock on it (—/50). The lock will withstand gunfire and refuse to open. If hit by a shell larger than .30 caliber, the padlock will be jammed shut. If the one firing is within 5 feet of the lock when the shot goes off, he or she and all those within a 10-foot radius of that person will sustain 0-9 points of damage from fragmentation (roll d10, subtract one). Roll d10 and add 10 for the number of shots the lock can sustain before it will finally fall off.

23. SCREENING ROOM: A hydraulic lift runs from room #22 down to this area. The room is devoid of furniture except for a (one-way, bulletproof) mirror on the east wall. The south door is made of steel and the east door is simple wood (with an iron core for extra protection).

DAY = "B" lighting. No personnel will be found here.

NIGHT = "B" lighting. Depending on what occurs when agents investigate room #22, either Su Wing or the security personnel may be in this location. Otherwise, the room will be empty.

NOTES = All persons who enter this room are screened by the Security Office personnel (see #24). If the visitors have clearance, the south door is unlocked from the Security Office to allow access to the remainder of the basement level. At all other times, the south door is locked (—/100), and the east door locked somewhat less securely (—/60). If any

attempts are made to unlock either door from outside the Security Office, a voice over a loudspeaker will tell the occupant(s) to be patient until security files are checked. If a second attempt is made, a ventilation duct will carry sleeping gas into the chamber. The security personnel in #24 will then transport the incapacitated prisoners to the Detention Block (see #26).

24. SECURITY OFFICE: This room is filled with a small but complete computer system, video monitors, alarm systems, and main overrides for the hydraulic lift systems and the lower level door locks (pneumatic doors only). There are two chairs, one facing the one-way mirror and the other on the monitoring screens. A concealed door (25) leads to a tunnel that connects with the sewers (see #39). (There is another concealed door at the north end of the tunnel with the same rating).

DAY = "C" lighting. Thomas Haskins and Chai Chang man the consoles during the day shift. If a security breach is detected anywhere in the complex, roll d10 to determine who investigates: 1-3, Thomas Haskins; 4-6, Chai Chang; 7-9, Kwan Cheng; 10, Su Wing.

NIGHT = "C" lighting. Gregory Benson and Shu Shing Lee are on duty. If a security breach occurs at night, roll d10 to see who investigates: 1-2, Gregory Benson; 3-4, Shu Shing Lee; 5-6, Morris Everhart; 7-8, Terrance Davis; 9-10, Rodney Dangrey.

NOTES: When a guard or other denizen of the temple investigates a possible security breach, use one of these two methods to determine how long it takes for the guard to arrive: (A) roll d10, with the result equaling the number of minutes until the guard's arrival at the site, or (B) calculate the guard's location and determine the distance and route he

must travel, then move the guard toward the site of the disturbance at the same time players are taking their usual actions and movements.

The computer system in this room will yield a hard-copy list of *Anfu* agents based in the United States, and the agents' organization will pay \$1,000 for it, but only those agents with an AOK of 75+ in Computer Science will be able to work the equipment in this fashion.

25. STORAGE ROOM: This room has five sets of shelves, with each individual shelf holding several crates and boxes. The noise of ceiling fans operating at high speed is immediately apparent, and the odor of gunpowder and gun oil in this room is almost overpowering. Each crate contains two dozen 7.62mm AKM assault rifles. The boxes contain ammunition cannisters, each holding 500 rounds of ammunition for an AKM. Two dollies leaning near the door can be used for transporting the boxes and crates.

DAY = "A" lighting ("C" available). This room is empty at all times.

NIGHT = "A" lighting. The room is empty.

NOTES = The alarmed and locked (15/60) door is made of steel and operated by a pneumatic mechanism which can be controlled from the Security Office (see #24). If it is unlocked without the security controls or broken open, the alarm will bring security personnel to investigate.

Anyone who enters this room has a chance of suffering adverse effects from the fumes that collect in here. Roll d10 for each agent or NPC who enters and multiply that number by the character's Willpower. This represents the maximum time, in seconds, that the character can remain in the room before suffering the ill effects, which act the same as "Irritant" poison (see TOP SECRET rules), but at only 50% normal severity (percentile rolls for losses in Physical Strength and Knowledge are halved before being applied). If a character stays in the room for more than twice as long as his or her limit, treat the effects of the fumes as if a second "dose" had been taken. This cumulative effect can be avoided if a character leaves the room for at least ten minutes between visits.

Anyone lighting a match or other flammable object in here stands a 45% chance of igniting the fumes throughout the room. The effect of this is equivalent to 10 sticks of dynamite going off in an enclosed area.

26. DETENTION BLOCK: This room has a pneumatic steel door and contains several chairs and two steel-frame beds. A mirror mounted on the wall above a sink is actually a one-way plexiglass mirror and has a camera monitor on the other side. The entire room can be viewed from a screen in the Security Of-

fice (#24).

DAY = "C" lighting. The room will have no occupants other than those who might have been captured previously in the adventure by security personnel.

NIGHT = "A" lighting. (There is a dimmer switch in the Security Office.) Occupants, if any, as described in the DAY section above.

NOTES = The hidden camera has an infrared filter. The pneumatic door is locked (15/60) and connected to the Security Office alarm system. Anyone attempting to break in or escape the room will attract one of the two persons on duty in the Security Office at that time (50% chance for each one).

27. QUARTERS: This room contains a bunkbed and a dresser (empty unless the room is occupied). There is a small table with four chairs, and a sink and mirror set-up in one corner.

DAY = "A" lighting ("C" available). There is a 75% chance the room will be occupied by Donald Sims, a truck driver employed by the *Anfu*, if his truck has just delivered a shipment of weapons or is picking up a shipment (see Garage, #40, to determine the presence of the trucks.)

NIGHT = "A" lighting. Donald Sims, if present, will be asleep in the bed.

NOTES = The door is always locked (—/30) when the room is empty, but sometimes (10%) unlocked when the room is occupied.

28. QUARTERS: This room has three sleeping mats, a short-legged table with three throw pillows beside it, and three trunks containing clothing and shoes.

DAY = "A" lighting ("C" available). This room is unoccupied during the day.

NIGHT = "A" lighting (10% chance that "C" lighting will be in use). This is the place where the three riksha porters reside when they stay at the temple. There is a 50% chance that Fu Hsu, Hsien Yang, and Ching Chan will be in the room, and if so, a 30% chance they are all awake when the room is entered; otherwise, all three are asleep.

NOTES = The door is locked (—/30) during the day, but there is a 50% chance it will be unlocked at night, whether or not the porters are present.

29. QUARTERS: This room has a bed, a dresser containing grease-stained, but laundered, clothing and personal grooming equipment, plus a table and two chairs in one corner and a shelf holding repair manuals for diesel and gasoline engines.

DAY = "A" lighting ("C" available, and in use when occupied). There is a 10% chance that Howard Bobbick will be in here looking something up in one of his manuals; otherwise, the room is empty.

NIGHT = "A" lighting. There is a 35% chance that Howard Bobbick is poring

over his manuals at the table; otherwise, he is asleep in the bed.

NOTES = The door is always locked (—/30). Bobbick keeps a 9mm Walther P-38 U.N.C.L.E. under his pillow at night, and has it on his person during the day.

30. QUARTERS: This room has a bed, a dresser containing guard uniforms and normal street clothing, and a small table with two chairs in one corner.

DAY = "A" lighting ("C" available). The room is always vacant during the day.

NIGHT = "A" lighting ("C" when occupant is awake). There is a 95% chance Thomas Haskins is in the room and, if so, a 35% chance he will be awake, reading a magazine; otherwise, he will be asleep.

NOTES = The door is always locked (—/30) and during the night, Haskins has a jury-rigged alarm system (30/30) placed on it.

31. QUARTERS: This room contains a bed, a dresser containing guard uniforms and personal grooming equipment, a nightstand with a lamp ("C" lighting), and a bookshelf with several books on handguns and a complete collection of *Soldier of fortune* magazine, worth \$150 to a collector.

DAY = "A" lighting ("C" available). The room is empty during the day.

NIGHT = "A" lighting ("C" when occupant is awake). There is an 85% chance Chai Chang will be in this room and, if so, a 25% chance he will be awake, reading his books or magazines; otherwise, Chai Chang will be asleep.

NOTES = The door is always locked (—/30) and trapped (30/45). The trap, when it goes off, releases sleeping gas and sounds an alarm which wakes Chai Chang. Anyone caught in this trap will be taken to the Detention Block (see #26). Shih Chang keeps a .22 double-action self load under his pillow at night and in his back pocket during the day.

32. QUARTERS: This room contains a bed; a large metal trunk which is locked (—/15) and contains street clothing, weapon-cleaning equipment, and personal grooming equipment; a portable (cardboard) closet which contains guard uniforms, evening suits, and shoes; and a gun rack which is locked (—/15).

DAY = "A" lighting ("C" available). There is a 75% chance Gregory Benson will be in this room and, if so, a 25% chance he will be awake, cleaning his rifles; otherwise, he will be asleep.

NIGHT = "A" lighting. The room is vacant at night.

NOTES = The rifles (all unloaded) in the gunrack are: a .30 M1 semi-automatic carbine, a .22 Galil semi-automatic rifle, a .303 Lee-Enfield bolt-action rifle, a .45 Thompson submachine gun, a 9mm Uzi submachine gun, and a 7.62mm AKM assault rifle. In the cabinet drawers are 100 rounds of ammunition for each wea-

pon. The door to the room is always double-locked (—/30 and —/45). Anyone with an AOK of 110+ in Military Science will be able to recognize all of the weapons in the gunrack; other less knowledgeable persons might not be able to.

33. QUARTERS: This room's contents include a bed, a locked (—/15) metal trunk in one corner, and a small table with two chairs in another. The trunk holds guard uniforms and street clothing. Scattered on the table are a variety of newspapers and magazines containing articles about the recent upheavals in Chinatown.

DAY = "A" lighting ("C" available). There is an 85% chance Shu Shing Lee will be in his room and, if so, there is a 25% chance he will be poring over these papers and articles; otherwise, he will be asleep.

NIGHT = "A" lighting. The room is vacant at night.

NOTES = Many of the locations named in the articles (the specific nature and details of this information is left to the Admin's discretion) are fronts for *Anfu* activity. Shu Shing Lee is in charge of security for *Anfu* in Chinatown, and he has the responsibility to check on press coverage of *Anfu-related* crimes, or incidents where the organization might be under suspicion of ill deeds. His door is always locked and dead-bolted (—/50) from the inside when he is present; otherwise, it is just locked (—/30).

Shu Shing Lee is a 25-year-old, 3rd-degree black belt in kung fu. He packs a .22 pocket Beretta wherever he goes.

34. VENTILATION CONTROL: This room is three-quarters filled with machinery and consoles. It contains the air cleaning and recycling units necessary to keep the underground complex habitable. It also is the core of a gas-emission system which dispenses gases (such as sleeping gas) into rooms from the ventilation ducts. The main electrical fuse box for the complex is also in this room.

DAY = "A" lighting ("C" available). This room is empty during the day.

NIGHT = "A" lighting. This room is ordinarily empty at night as well.

NOTES = The steel door to this room is always locked (—/60). Anyone entering this room will not be able to hear people approaching outside, due to the high noise level inside the room. To shut down the electrical system requires an agent with an AOK of 45+ in Electrical Engineering — or, a bullet in the fuse box will suffice. Regardless of the method used, the electrical failure will alert one of the on-duty personnel from the Security Office (see #24). He will have a flashlight in hand, though he probably won't have a weapon ready.

35. BATHROOM: This room has four toilet stalls, three basins beneath a large

mirror, a paper-towel dispenser, and a shower in one corner. Floor, walls and ceiling are covered in ceramic tile. There is a closet next to the shower which contains clean towels and a hamper for dirty ones.

DAY = "A" lighting ("C" lighting plus fan when occupied). There is a 5% chance someone is using the bathroom. Roll d10: 1-2, Thomas Haskins; 3-4, Chai Chang; 5-6, Gregory Benson; 7-8, Shu Shing Lee; 9, Howard Bobbick; 10, Su Wing. If the room is occupied, there is a 25% chance the occupant will be in the shower.

NIGHT = "A" lighting. The bathroom will be empty, and no one ever checks it.

NOTES = The door is always unlocked unless the room is being used for a shower; then it is locked (—/15).

36. DINING HALL: This room has five long eating tables with two long benches on either side; four lounge chairs in a semicircle around a television set; two pinball machines; and a dumbwaiter which leads up to the Kitchen (see #6).

DAY = "A" lighting ("C" when occupied). There is a 10% chance that 1-5 persons will be in here. If the room is occupied, roll d10 and divide by two (rounding up) to determine how many persons are present. Then roll d10 as many times as needed to determine who they are (disregarding duplicate results): 1-2, Su Wing; 3-4, Gregory Benson, 5-6, Shu Shing Lee; 7-8, Howard Bobbick; 9, Thomas Haskins; 10, Chai Chang.

NIGHT = "A" lighting. There is a 5% chance that 1-2 persons will be here (roll d10: 1-5 = 1, 6-10 = 2). Roll d10 to determine who is present: 1-2, Thomas Haskins; 3-4, Chai Chang; 5, Fu Hsu; 6, Hsien Yang; 7, Ching Chan; 8, Gregory Benson; 9, Shu Shing Lee, 10, Howard Bobbick.

NOTES = The doors are always unlocked. The Admin should refer to the "Notes" section of #6 for details about the dumbwaiter.

37. DRY GOODS STORAGE: This room is filled with shelves, and each shelf has a variety of dry goods stacked on it.

DAY = "A" lighting ("C" available). The room is vacant.

NIGHT = "A" lighting. The room is not occupied.

NOTES = The door is locked (—/15) at all times.

38. COLD GOODS STORAGE: This room is a walk-in freezer. On the shelves that line the walls are a variety of perishable foods.

DAY = "A" lighting ("B" available). No one is in this area during the day.

NIGHT = "A" lighting. No one will be encountered here at night.

NOTES = The freezer door will swing shut and lock automatically if measures



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aren't taken to keep it open. There is no opening mechanism on the inside. The door is made of steel and must be forced open (Difficulty rating of 70). The temperature in the room is a constant 15 degrees Fahrenheit; without proper attire a person could freeze to death very quickly. There is enough air in the refrigerator to last one person for four hours. If more than one person is trapped, divide the four-hour limit by the number of people to yield the time left before death due to oxygen starvation. For every ten minutes a trapped person or persons spends in the freezer, there is a 10% chance that someone will come on the scene to rescue (capture) the trapped individuals. To determine who does the rescuing, roll d10 once on the occupant table given in #36 for the appropriate time of day.

39. SEWERS: This area is part of the city's sewer system. The walls and floor are covered with slime which makes footing treacherous. Above and beyond the danger of slipping, the mains contain about two feet of water (which is enough to drown a prone, unconscious person). At the street intersections outside the four corners of the temple complex are steel ladders which ascend to manholes. (Only the two manhole ladders at the east side of the complex are illustrated on the lower level map.) Following the

same path as the sewer and water mains are plastic-protected electrical and gas mains. All concealed doors in the Sewers have a Concealment rating of 25.

DAY = "B" lighting. There is a 5% chance of encountering Howard Bobbick as he follows the mains to either the Garage (#40) or the long hallway leading to his room (#29).

NIGHT = "B" lighting. No one will be found in the Sewers at night.

NOTES = The chance for a person to slip on the slime-covered flooring of the Sewers is 25% if the person is moving at "running" speed, 10% for "walking" speed, and 1% for "crawling" speed. This chance is rolled every 30 seconds for every person to whom it applies. Whenever a slip occurs, the agent slipping makes a percentile die roll against his Coordination score. If the roll is made, no damage is done. If it is failed, the agent takes "V" damage (as described in the TOP SECRET rules, Combat Table Explanations and Results). Any person knocked unconscious by a fall is in immediate danger of drowning; see TOP SECRET rules, Execution Table, for details on damage sustained if the victim is not saved in time.

Projectile combat inside the sewer system is very dangerous. There is a 10% chance of a stray bullet puncturing a gas main and flooding the area with deadly gas, in which case all persons in the vi-

cinity have two minutes to escape or be overcome by the gas.

40. GARAGE: This garage contains a complete workshop and sets of tools as well as plenty of parking space. In the southernmost area is a hydraulic lift which leads to the Exercise Room (see #15). On the western side of the Garage is a dolly and several metal cannisters (containing the radioactive isotopes).

DAY = "C" lighting. Roll percentile dice to determine what is occurring in the Garage: 01-10, Nothing is occurring, nor is anyone around; 11-45, A van is being unloaded of its cargo (stolen weapons, mostly AKM assault rifles) by Howard Bobbick; 46-75, Two vans are being loaded with stolen weaponry by Howard Bobbick; 76-99, Howard Bobbick is working on repairing a van; 00, The hydraulic lift is moving a van up into the Exercise Room. Howard Bobbick is watching its ascent.

NOTES = All of the vans are standard vans (see TOP SECRET rules, Vehicle Movement Rate Table) and are worth \$5,000 apiece to the organization. Being stored here are the containers with the missing isotopes inside. Since the agents' mission should be only to determine the location of the isotopes, agents should attempt to make their escape immediately after determining that the cannisters contain the isotopes.

NPC EQUIPMENT AND LANGUAGE SKILLS

The chart below lists the equipment or possessions normally carried by non-player characters, plus the languages each non-player character can understand and speak fluently, and some general guidelines on the nature of each NPC's personality.

Equipment designations are:

A = Armament found on character

denoted by a QRC letter, and () if a silencer is attached.

I = Identification is found on person; if marked "+" then the ID is forged.

K = Keys are found on person, if marked "*" then keys are to the person's quarters and work area (if any); if "+" then keys are for all rooms.

V = Valuables found on person, in the form of cash and jewelry.

W = Person has walkie-talkie that allows communication to all others with similar unit.

Languages:

CH = Chinese

KO = Korean

EN = English

RU = Russian

GE = German

NAME	A	I	K	V	W	CH	EN	GE	KO	RU	Personality Guidelines
Gregory Benson	(e)	*	*	\$11		42	80	-	-	79	erratically abrasive, scrupulous
Sin Bo	j		*	\$43		85	40	-	86	-	crudely arrogant, truthful
Howard Bobbick	g	*	*	\$86		40	94	42	40	40	well-spoken pessimist, liar
<i>Ching Chan</i>			*	\$40		85	44	40	79	81	perceptive, diplomatic, honorable
Chai Chang	(e)	*	*	\$98		83	82	-	-	82	trusting, friendly, truthful
Kwan Cheng			+			96	94	-	87	-	precise, diplomatic, honorable
Rodney Dangrey	(j)	*	*	\$24	*	63	79	-	-	-	loquacious, rude, vengeful
Terrance Davis	(f)		*	\$73	*	87	93	40	-	52	perceptive, easygoing, friendly
Morris Everhart	(n)	*	*	\$12		-	83	-	-	-	moody, taciturn, deceitful
Howell Glennon	e	*	*	\$93	*	54	77	78	77	77	obsequiously friendly, honest
Thomas Haskins	(k)	*	*	\$67		40	79	-	-	-	barbarically hostile, liar
<i>Sui Ying Ho</i>	b		+			84	69	-	83	-	kindly, modest, honorable
<i>Fu Hsu</i>		*	*	\$15		86	85	-	-	-	carelessly aloof, honest
Ming Lau			*	\$98		94	75	61	-	60	altruistic, diplomatic, scrupulous
Chuck Lee	(e)	*	*	\$56		79	81	-	-	80	violently domineering, deceitful
<i>Shu Shing Lee</i>	t		*	\$56		83	62	-	-	-	calculatingly cool, unscrupulous
<i>Chou Leung</i>	l	*	*	\$32		95	40	74	85	40	mischiefous, aloof, honest
Walter Moy			*	\$32		58	84	46	-	-	studious, solitary, truthful
Mar Runk	c	+	*	\$42		86	40	-	93	94	cruel, taciturn, liar
Donald Sims			*	\$92		66	94	40	-	-	pessimistically abrasive, deceitful
<i>Su Wing</i>			*			98	72	54	43	61	obsessive, courteous, deceitful
<i>Hsien Yang</i>				40		89	80	-	-	42	obsequious, retiring, honest



SU WING



KWAN CHENG



MING LAU



WALTER MOY



MAR RUNCK



CHOU LEUNG

NPC MASTER TRAITS

The chart below lists the personal characteristics of each non-player character who may be encountered by agents inside the temple, plus particular information or knowledge each character possesses, denoted by an asterisk or a number in the appropriate column.

All people are males except for Sui Ying Ho. Names printed in *italic* type are non-combatants; they will not fight, but will defend themselves if they cannot flee.

Abbreviations for characteristics are as follows: PS = Physical Strength; CH = Charm; WL = Willpower; CO = Courage; KN = Knowledge; CD = Coordination; OF = Offense; DC = Deception;

EV = Evasion; HH = Hand-to-Hand Value; WR = Wrestling Value; SV = Surprise Value; LL = Life Level.

Information or knowledge possessed by a non-player character is coded by letters, as follows:

D = Dangerous turkeyfish in the pond (see #21).

E = Existence of a lower level is known (see #23-40).

K = Hydraulic lift is hidden under exercise mats (see #15).

R = Radioactive isotope containers are in garage (see #40).

L = Hydraulic lift is hidden in storage shed (see #22).

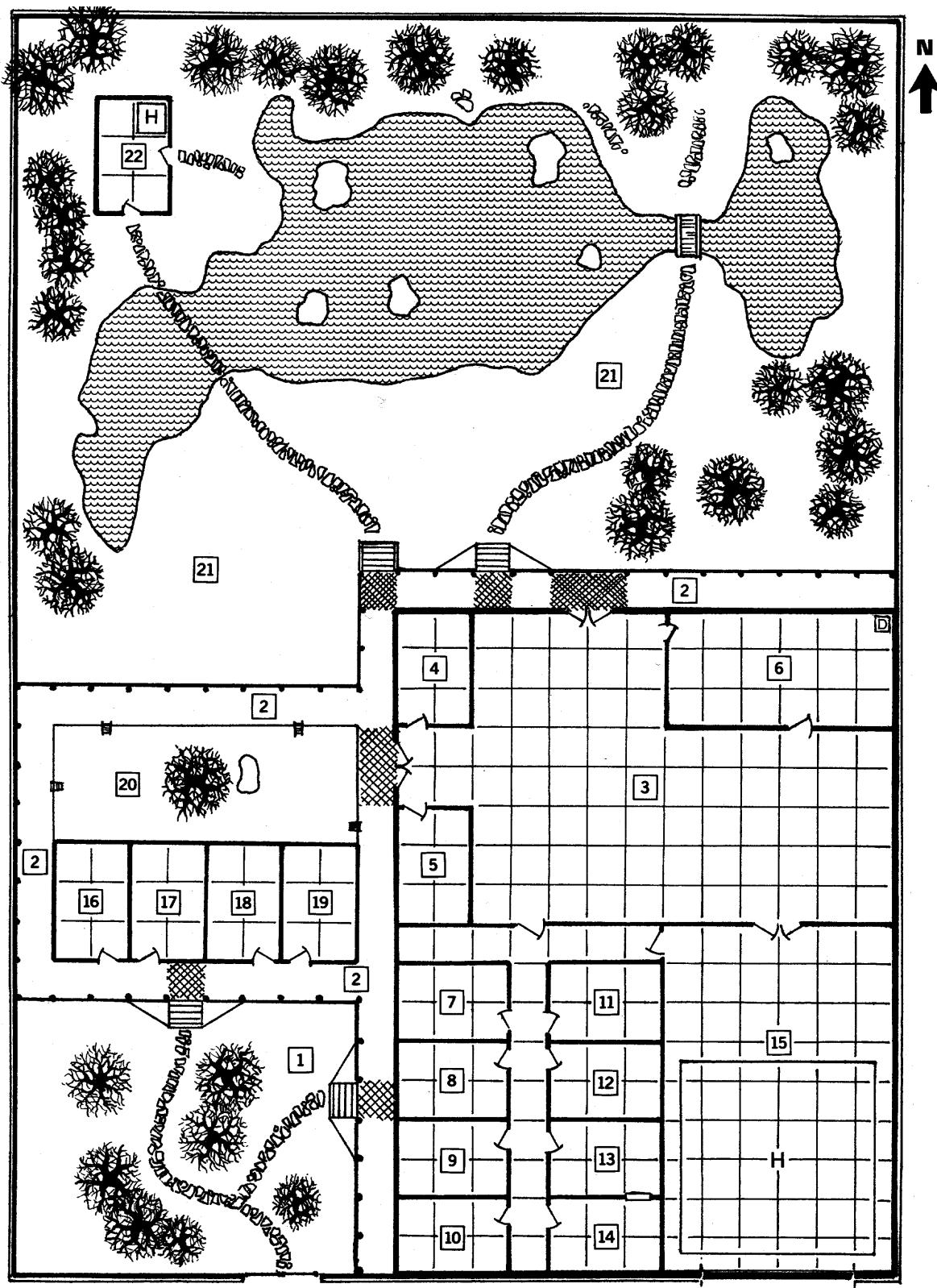
S = Location of sewer entrance areas known (see #39).

B = Black belt in kung fu; number is level of achievement.

NAME	PS	CH	WL	CO	KN	CD	OF	DC	EV	HH	WR	SV	LL	D	E	K	R	L	S	B
Gregory Benson	90	86	38	65	58	49	57	76	68	158	147	144	13	*	*	*	*	*	*	1
Sin Bo	39	55	89	67	67	106	87	61	81	120	126	142	13	*	*	*	*	*	*	
Howard Bobbick	68	20	28	96	100	66	81	58	43	111	149	101	10	*	*	*	*	*	*	
<i>Ching Chan</i>	61	26	85	80	00	85	83	53	56	117	144	109	15	*	*	*	*	*	*	
Chai Chang	86	59	41	18	63	104	61	39	82	168	147	121	13	*	*	*	*	*	*	
Kwan Cheng	70	101	120	103	127	102	103	102	102	172	173	204	19	*	*	*	*	*	*	7
Rodney Dangrey	70	13	82	77	41	89	83	45	51	121	153	96	15	*	*	*	*	*	*	
Terrance Davis	95	29	37	62	83	34	48	46	32	127	143	78	13	*	*	*	*	*	*	
Morris Everhart	107	14	108	25	19	64	45	20	39	146	152	59	22	*	*	*	*	*	*	
Howell Glennon	81	90	35	50	108	82	66	70	86	167	147	156	12	*	*	*	*	*	*	4
Thomas Haskins	83	99	95	43	49	50	47	71	75	158	130	146	18	*	*	*	*	*	*	
<i>Sui Ying Ho</i>	10	95	75	43	63	59	51	69	77	87	61	146	09	*	*	*	*	*	*	
Fu Hsu	72	09	45	05	34	23	14	07	16	88	86	23	12	*	*	*	*	*	*	
Ming Lau	109	93	96	86	96	109	98	90	101	210	207	191	21	*	*	*	*	*	*	4
Chuck Lee	105	61	95	48	73	63	56	55	62	167	161	117	20	*	*	*	*	*	*	3
Shu Shing Lee	84	30	54	43	23	83	63	37	57	141	147	94	14	*	*	*	*	*	*	
Chou Leung	113	84	59	83	114	84	84	84	84	197	197	168	17	*	*	*	*	*	*	1
Walter Moy	81	90	74	80	78	110	95	85	100	181	176	185	16	*	*	*	*	*	*	1
Mar Runck	110	36	91	103	71	108	106	70	72	182	216	142	20	*	*	*	*	*	*	3
Donald Sims	95	21	50	93	55	95	94	57	58	153	189	115	15	*	*	*	*	*	*	
Su Wing	129	90	127	111	124	100	106	101	95	224	235	196	26	*	*	*	*	*	*	9
<i>Hsien Yang</i>	59	56	30	74	54	69	72	65	63	122	131	128	09	*	*	*	*	*	*	

The temple, ground level

Scale: 1 inch = 50 feet, 1 square = 10 feet



SPECIAL RULES

This adventure contains a few rule elaborations or alterations the Administrator should be aware of. Some of these changes are optional; using them will slow the game down, but not using them will make the action less realistic.

1. MARTIAL ARTS: In martial arts terminology there are several levels of achievement, called "belts." The ranks below expert level are each denoted by a belt of a different color, beginning with white and ending with black. Expert levels are all designated by black belts and a measure of degree, 1st through 10th. The TOP SECRET rule system assumes that agents who have received training in martial arts are at about the fourth level, or "red belt." In this text, the term "expert" refers only to those with black belts.

The 10th-degree black belt is next to impossible to attain (an agent will never attain this level of mastery); beyond the 5th-degree black belt, there is essentially little difference between one expert level and another.

The following guidelines form a simplified system for playing out the complex art of martial arts fighting.

(A) All Martial Arts Combat Tables in the TOP SECRET rules are in effect except where altered below.

(B) Experts in martial arts, when attacking or being attacked by opponents not trained in the martial arts, receive the following bonuses:

They receive their black belt degree number as a damage modifier, either as an addition to damage caused or a subtraction from damage received.

An expert who is a 5th-degree black belt or higher is entitled to up to 3 Defenses and up to 4 Attacks, with 4 Actions total allowed each turn.

Aside from all else that takes place in a turn of HTH combat, the expert martial artist has a 3% chance, per degree of black belt ability, of rendering an opponent unconscious by the pinching of a nerve or pressure point. (For length of unconsciousness, see TOP SECRET rules, Unconsciousness Chart.)

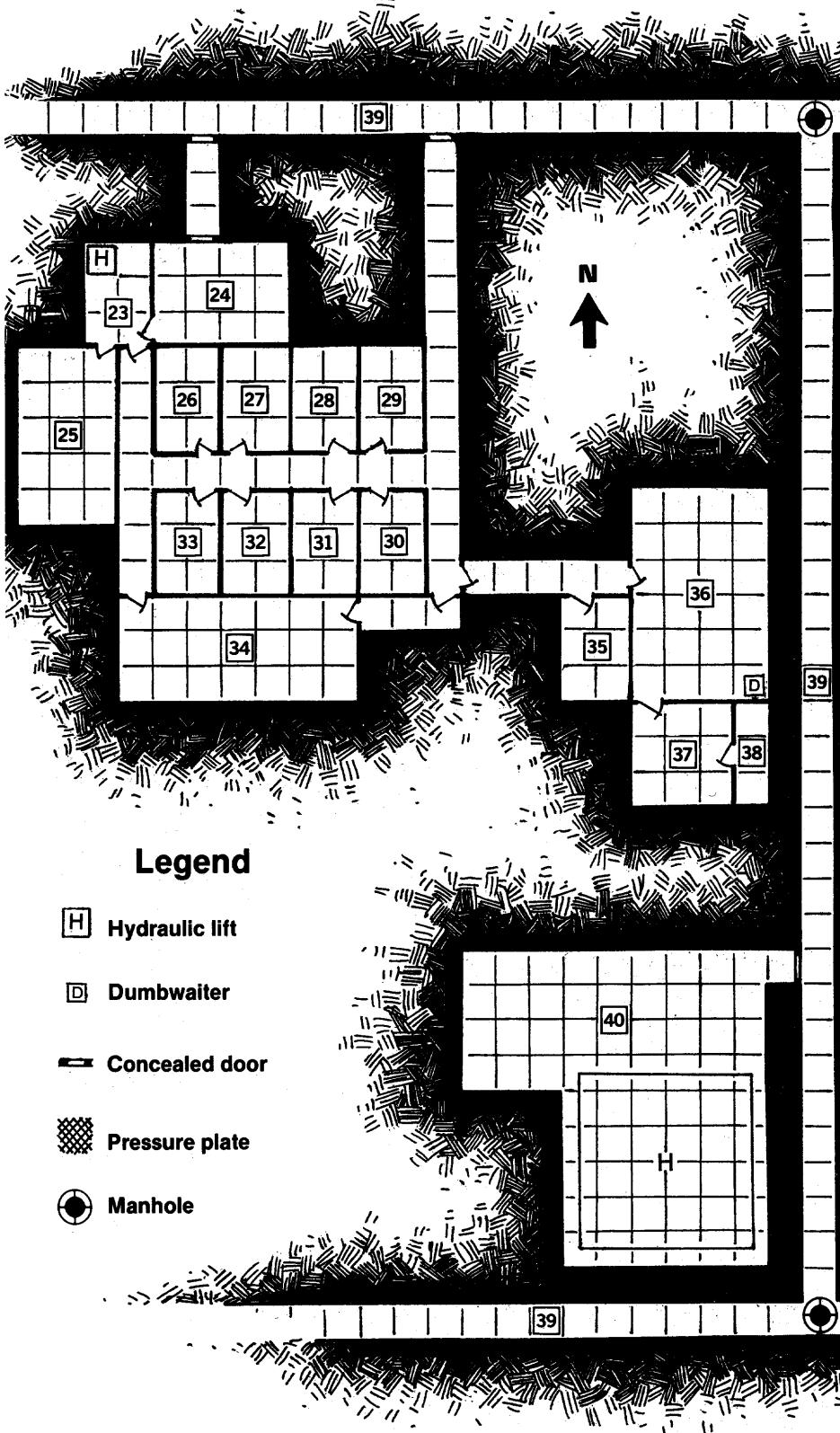
(C) Experts in martial arts, when attacking or defending against opponents also trained in the martial arts, receive the following bonuses:

They receive their black belt degree number as a damage modifier, an addition to or subtraction from damage as appropriate. If the opponent is also an expert, then each fighter's damage modifiers apply. It is possible to take damage when attacking.

When combating an opponent who is a 4th-degree black belt or lower, an expert who is a 5th-degree black belt or higher is entitled to take up to 3

Lower level

Scale: 1 inch = 40 feet, 1 square = 10 feet



Legend

- [H] Hydraulic lift
- [D] Dumbwaiter
- Concealed door
- [Grid] Pressure plate
- [Circle with dot] Manhole

Defenses and up to 4 Attacks, with 4 Actions total allowed each turn. If both combatants are 5th-degree or higher, this benefit does not apply to either one.

The ability to render a foe unconscious by pinching a nerve or pressure point is negated when an expert fights someone (such as a player-agent) who has even the slightest amount of training in martial arts.

(D) An expert in martial arts, when facing an opponent armed with a firearm, is at a slight advantage compared to a non-expert. The expert has a base 5% chance of avoiding a projectile fired at him or her. This is modified by 3% per degree of black belt attained above the first. For this roll to succeed, the expert cannot attempt any action during the turn in question except for dodging the projectile(s) fired by one opponent. If the dodging roll succeeds, treat the shot as a miss. If the roll fails but falls within 25% of the number needed, damage sustained from the projectile is reduced as under (B) above, depending on the degree of black belt ability the expert possesses. However, at least one point of damage is always taken. If the roll fails by more than 25%, the shot hits and no damage may be negated due to black-belt expertise.

2. ALARMS AND LOCKS: All doors are equipped with locks which are in plain sight (concealed doors are exceptions); thus, describing locks as "(concealment rating/lock rating)" is not necessary. Likewise, alarms are easily circumvented once they are found; thus, they only need a "concealment rating." Thus, most lock-and-alarms systems in the temple are described together, as "(alarm concealment rating/lock rating)." The key to a door, if it is used, will deactivate any locks and alarms (except for special alarms which are so designated in the text) on the door it is used on.

The time spent deactivating locks or alarms is equal to the "concealment rating" for alarms and the "lock rating" for

locks, stated in seconds.

3. CONCEALMENT: All concealed objects have a "concealment rating" from 01 to 50. This number represents the percentage of a searcher's Knowledge score that must be rolled (less than or equal to) on percentile dice to discover the object.

There is always a 5% chance (01-05 on percentile dice) of discovering a concealed object when not searching. If a try based on Knowledge is not successful, allow a second roll to see if the 5% chance pays off. Likewise, there is always a 5% chance (96-00 on percentile dice) of failing to see the concealed object, even after a successful search roll based on Knowledge. If that roll indicates the finding of a concealed object, roll again; a result from 96-00 indicates that the searcher did not find the object after all.

In all attempts to find concealed objects, only persons who state they are actively searching should be allowed any rolls for success or failure of that search.

4. HYDRAULIC LIFTS: The temple has two hydraulic lifts that function as elevators. The mechanisms which operate the lifts are separate from each other, each located at the base of the respective hydraulic lift.

Lifts will, when in the "extended" or "up" position, have a dead-bolt safety lock engaged. This will remain engaged, preventing the lift from descending due to an excessive load, until the release catch is thrown (a lever is located on the upper portion of the lift) or the dead-bolt mechanism is moved manually from below, which can be a risky activity.

It takes two minutes for either lift to ascend from the lower level into an "up" position where the dead-bolt safety is engaged, but the trip down only takes 30 seconds after the dead-bolt is retracted.

Anyone with an AOK of 75+ in Hydraulic Engineering will be able to dismantle the lift and render it inoperative. It requires an AOK of 100+ in Hydraulic En-

gineering to repair sabotaged equipment.

5. INTERCOM/PHONE SYSTEM: The intercom/telephone system is a self-contained unit. In each room a normal looking push-button telephone is located on the wall near the door. It acts as a normal telephone, but is also a means of communication to all rooms in the temple area, except those rooms and areas usually unoccupied. The intercom system works in this fashion:

On the phone's key pad, push the "#" button followed by the buttons representing the letters "C-O-M-I-N-F-O" (The number is 266-4636.). The telephone will ring twice and be answered by the security computer with the following message in English: *"What person do you wish to converse with?"* It waits for the caller to say the name (which must be in the same form as the names are given in the NPC descriptions). If the person exists in its files, it will respond. The truck driver, Donald Sims, and the three riksha porters, Fu Hsu, Ching Chan, and Hsien Yang, are not in the computer's directory and will not yield a positive response.

If the name is valid, the computer will respond with, *"I will connect you."* The phone will ring at the desired person's usual location (or another site, if the computer has been instructed to reroute someone's incoming calls), and the conversation can proceed.

If the person named does not exist in its directory, the computer will send an alarm to the Security Office (see #24) and respond to the caller, *"but no one by that name exists in my directory. Are you sure that is the proper name?"* The computer will continue to repeat this question, or a very similar one, and will pause for several seconds between messages, buying time for guards to arrive at the caller's location.

It will take no more than 2 minutes for a guard to respond to a false phone call. The person dispatched to the site of the call will be one of the two console operators on duty in the Security Office at the time (50% chance for each).

CAMPAIGN RULES

given in the rules, use these tables:

CHANCE OF REVENGE

40 or less: No revenge extracted; recheck after one month.

41-75: Agent's possessions (those not on person) are stolen.

76-80: One member of agent's immediate family is executed.

81-85: Agent captured by *Anfu*, which will attempt to execute the captive.

86-89: Agent is victim of attempted assassination, survives it if 50% of Willpower is equalled or not exceeded on percentile dice.

90: Automatic death of agent, no escape possible.

CHANCE OF INTERCEPTION

40 or less: No interception occurs.

41-75: Agent is captured; roll on "Capture By the Enemy" table in TOP SECRET rules.

76-89: Agent is shot; roll for damage. (No further pursuit.)

90: Agent is killed by pursuers, no escape possible.

If no complications occur, the agent in question gets away without a hitch and is free to continue functioning normally.

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Convention schedule

NORTHERN NEW ENGLAND GAMING CONVENTION, June 11-13 — This new event will be held at Southern Maine Tech in South Portland, Maine. For more information, contact Maine Games, 10 Exchange St., Portland ME 04101, or Dragon's Keep, 93 Ocean St., South Portland ME 04106.

GEN CON® EAST II CONVENTION, June 17-20 — Widener College in Chester, Pa., is the site for this second annual TSR Hobbies-sponsored event. An extensive schedule of gaming competitions is offered, including a wide range of official AD&D™ tournaments created especially for the convention. Guests of honor will include AD&D creator E. Gary Gygax, peerless painter Duke Seifried, and fantasy artist Tim Hildebrandt. Admission for the weekend is \$12 at the door. More information is available from GEN CCN East II, P.O. Box 756, Lake Geneva WI 53147, phone (414)248-8050.

RIVER FOREST MICROCON, June 18-20 — Sponsored by the Forest Gamers Club and the River Forest (Ill.) Community Center. All types of gaming will be represented. For details, contact the River Forest Community Center, 414 Jackson, River Forest IL 60305, phone (312)771-6159.

HEXACON, June 25-27 — All types of gaming events will be featured at this Canadian convention, to be held at the downtown campus of the University of Toronto. Convention registration is \$12, and must be paid by June 15. Contact: Hexacon, 42 Rogers Road, Toronto, Ontario, M6E 1N7.

INCONJUNCTION 2, July 2-4 — A science fiction and fantasy convention at the Indianapolis International Airport Hilton Inn. Guests of honor will include Frank Kelly Freas and Wendy & Richard Pini. Registration is \$12 at the door. Contact: InConjunction 2, P.O. Box 24403, Indianapolis IN 46224.

MYSTICON II, July 2-4 — The site of this convention is the Sheraton Inn, Salem, Va. For details, write to Mysticon, Box 1367, Salem VA 24153.

NANCON 88-V, July 2-4 — The fifth running of this popular Houston-based convention will be held at the Adam's Mark Hotel. Registration fee is \$13 until June 13, \$18 thereafter. For more information, send a self-addressed, stamped envelope to Nan's Game Headquarters, 118 Briargrove Center, 6100 Westheimer, Houston TX 77057, or call (713)783-4055.

MAINECON - SUMMER '82, July 9-11 — The warm-weather version of last February's Mainecon event, this convention will

also be held in Portland, Me. Contact: convention director John Wheeler, 245 Water St., Bath ME 04530.

ASGARD '82, July 9-11 — The largest gaming convention in Atlanta, to be held at the Airport Sheraton. Details are available from Asgard '82, P.O. Box 90952, East Point GA 30364.

ARCHON 6, July 23-25 — Stephen King (Guest of Honor) and Robert Bloch (Toastmaster) are among the dignitaries expected to attend this science-fiction gathering in St. Louis, Mo. The site is the Chase Park Plaza hotel in St. Louis. Memberships cost \$16, and can be ordered by writing to Archon 6, P.O. Box 15852, Overland MO 63114. Information is available by phone at (314)521-9690 or (314)727-8607.

ORIGINS '82, July 23-25 — One of the longest-running and largest gaming conventions is located in Baltimore this year. For information, write to P.O. Box 15405, Baltimore MD 21220.

FANTASY FAIRE, July 30-Aug. 1 — Larry Niven will be the guest of honor for the 12th running of this event. Location will be Griswold's Inn in Fullerton, Calif. Memberships are \$12 each by mail until July 10, \$15 thereafter (at the door only). Daily admissions will also be sold at the door. For more information, contact Fantasy Faire, c/o Fantasy Publishing Co., 1855 West Main St., Alhambra CA 91801, or call (213)337-7947.

TEXCON 1982, Aug. 6-8 — To be held in Austin, Tex. For more information, send a self-addressed, stamped envelope to David Ladyman, 8028 Gessner #1805, Austin TX 78753.

GAMEFEST '82, Aug. 7 — A one-day gaming event for the benefit of the Kennewick First Lutheran Church. Registration is \$3. For details, send SASE to Adventures Unlimited, c/o Glen Allison, 1306 W. Pearl, Pasco WA 99301.

6th annual BANGOR AREA WARGAMERS CONVENTION, Aug. 7-8 — The University of Maine campus in Orono, Me., is the site of this event. Admission is \$5, payable at the door only. For more information, send SASE to Edward F. Stevens Jr., 32 Masonic St., Rockland ME 04841, or phone (207)596-0338.

GEN CON® XV Convention, Aug. 19-22 — The granddaddy of all role-playing game conventions, sponsored by TSR Hobbies, will again be held at the University of Wisconsin-Parkside campus between Racine and Kenosha. For complete preregistration information, see the brochure elsewhere in this issue of DRAGON™ Magazine.



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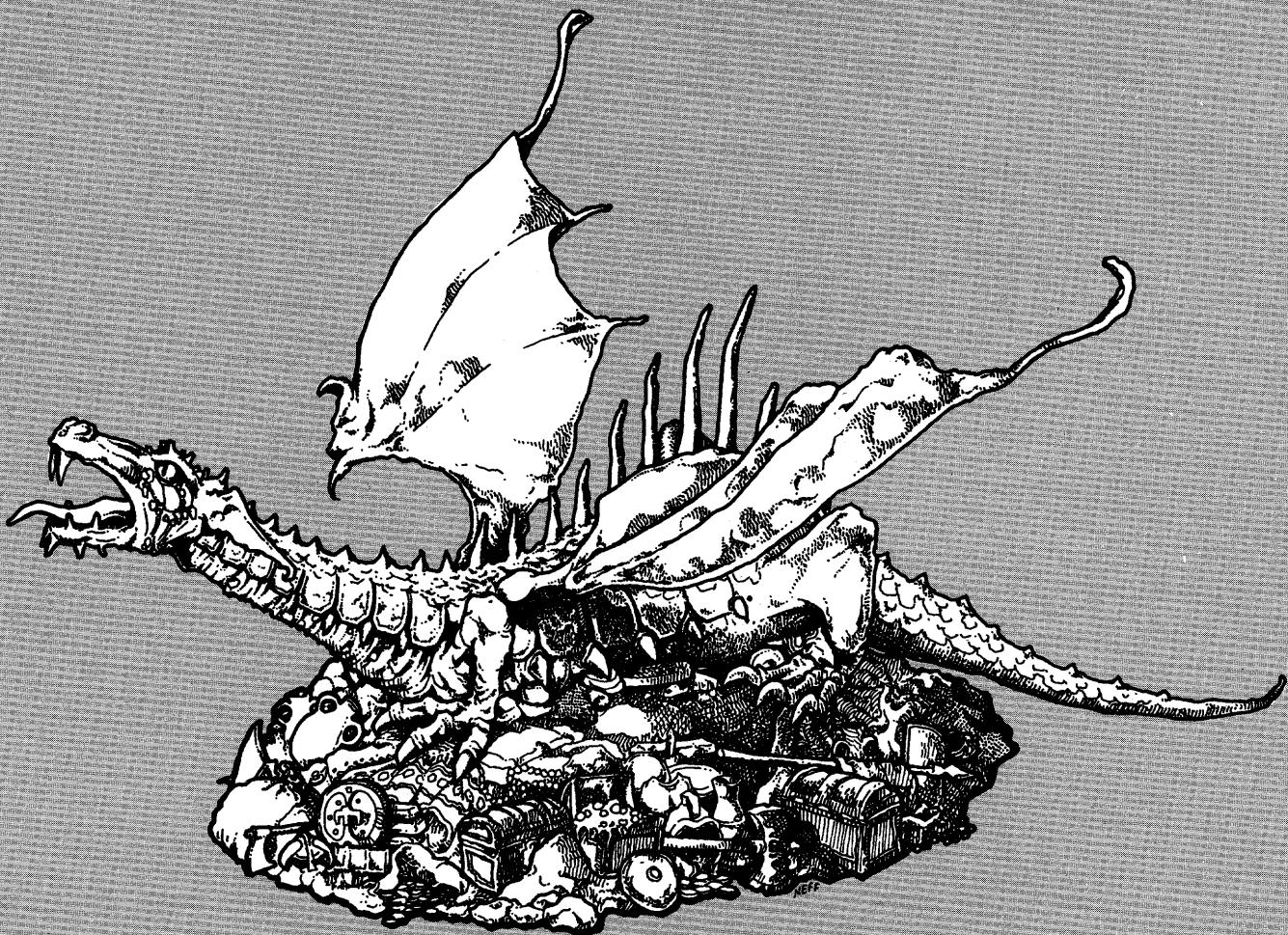
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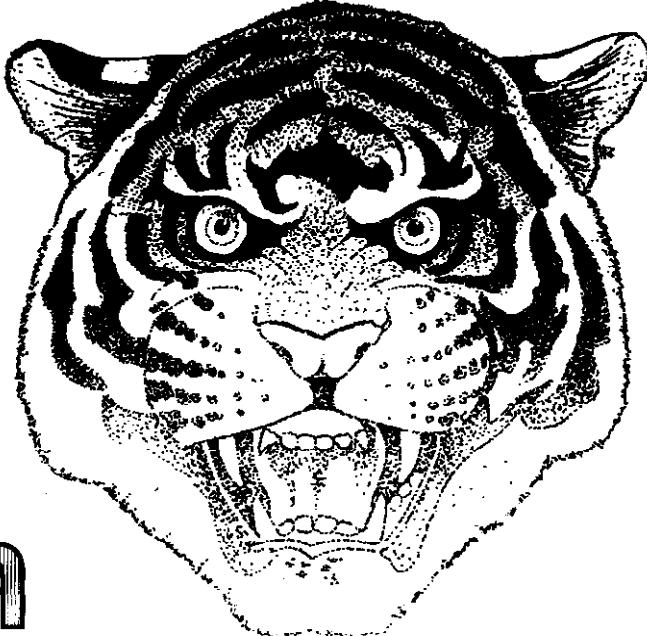
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The Feline Phantom



Fiction
by
Gordon Linzner

The river of school children flowed past her hips, occasionally rising to her ribs, but Evelyn Slade was exceptionally tall and stood firm against the current. The stream engulfed the monorail she'd just stepped from, then split into a score of individuals motivated by only one thought: Grab the best seat. All viewing locations were, by design, equally good; but try telling that to a nine-year-old New Yorker! Fortunately, one ride above the Wild Asia exhibit — where Bronx Zoo visitors watched from mobile "cages" as animals roamed in comparative freedom — had proved sufficient.

Farnsworth Gerrold hurried to greet her. Even without the previous day's visit to her Gramercy Park office, he would have recognized Evelyn Slade. The pale sun-reflecting hair, the ice-gray eyes, the tall frame and confident posture: These were her trademarks. Today she wore a thin cotton safari outfit, for the May morning was unseasonably hot. Gerrold carried his suit jacket over one arm, and his tie was askew.

"Miss Slade," Gerrold gurgled, offering his free hand. "I'm sorry to be late."

Evelyn smiled down at the rumpled man. "Don't be so quick to spare others' feelings. I arrived some time ago to form my own impressions before proceeding."

"You've seen Wild Asia already?"

"Just now. Incidentally, the red-headed girl giving the monorail tour — what relation is she to you?"

"Susie's — she's my niece." Gerrold stiffened. "Have you been pumping her?"

"Now you're being paranoid," Evelyn chided. "The jawline and shape of the nose are too similar for coincidence. I only wanted to say that Susie's quite good at her job."

Gerrold's cheeks reddened. "Thank you," he replied. "But, tell me . . . did you

see what we discussed? Is the staff going crazy or not?"

"You told me yesterday this exhibit featured six fully grown Siberian tigers." "Three mated pairs. Yes."

She nodded. "I counted seven."

Gerrold mopped his high forehead with a handkerchief. "That's a relief . . . in a way. Still, you don't really know any more than I've told you."

"I know a few things you forgot to tell me. For example, you do have more than six grown Siberian tigers in this zoo."

"Of course we do. That's the problem."

"I'm not talking about just Wild Asia. Those animals are young, healthy specimens. But you must have older beasts, too — I doubt you'd put them to sleep."

"What an ideal!" Gerrold exclaimed. "No, the older cats are kept in the lion house, near the Botanical Gardens entrance."

"Including at least one Siberian?"

"Well, there's Rajah..."

"That's an original name." Gerrold gave Evelyn a sharp look, but her grin made a confrontation pointless. "Let's look in on Rajah," she added.

Treading the asphalt paths away from the featured exhibits — the monorail cars also slide over the African plains and South American pampas — Evelyn and Farnsworth found the crowds thin. At this time, less than an hour after opening, the old lion house attracted less than a dozen visitors.

Rajah was the only representative of his species in the building, so his outdoor area was larger than the other cats'. His keeper, a stocky, rust-moustached man named van Hoff, claimed that Rajah spent most of his outside time sleeping in the shaded rear.

"Poor fellow," van Hoff murmured, gently rubbing a smooth, cool bar of the cage. "I've tended him for twelve years,

ever since I started here. This summer may be his last."

Evelyn touched van Hoff's shoulder in sympathy. "Why wasn't Rajah moved to Wild Asia? There seemed to be plenty of room."

"We tried," van Hoff replied. "At first, he refused to leave the transfer cage. When we finally got him to move, he went to a corner of the compound and laid down with a sigh. Then we let the young ones in, and they didn't get on at all." The keeper rolled up his uniform's sleeve. His left forearm bore a deep scar. "I got this saving Rajah from his fellows."

Evelyn stared at the great cat lying on his left side, oblivious. "So Rajah saw the compound," she observed. "Gerrold, your stranger first appeared in Wild Asia the day it opened, a few years ago?"

The sweating man nodded. "Right. We originally put it down to excitement — miscounts by our staff, but later we had to admit the situation was real. Six tigers left the indoor cages at Wild Asia's center in the morning; six returned at night. And there were seven in the compound for most of the day. We searched at night, but found nothing."

"You wouldn't. Please open the cage, Mr. van Hoff."

Van Hoff's eyes dilated. "Open the cage?" he repeated.

"Unless there's a better way to let me in."

Gerrold mopped his face. "You're not going inside with that animal, are you, Miss Slade? The zoo has an obligation — we can't be responsible . . ."

"Even old tigers have teeth and claws," said van Hoff.

Evelyn shrugged. "All right. You know my terms, Gerrold. I get paid anyway, if you interfere with my investigation. If you don't want answers..."

"Oh, we want them. The mystery has

gone on for this long only because we didn't know how to solve it. If my sister-in-law hadn't mentioned hiring you to rid her of an, uh, uninvited presence, we'd never have found someone with your experience in these matters."

"I know. People dislike talking of such things for fear of appearing mad, and rightly so. Still, I prefer word of mouth to formal advertising. It keeps the percentage of cranks down, and my rates are high enough to compensate for long periods of unemployment. Now, Mr. van Hoff, will you open the cage?" She favored the keeper with an irresistible smile.

Rajah lifted his head as the key scraped in its lock. *Feeding time already? Perhaps they'd changed the hour. Well, he could work up an appetite, if necessary. He had nothing to do but eat and sleep . . . and dream.*

Evelyn bent double to squeeze through the low door. Van Hoff closed but did not lock it. The silver-haired woman might want to leave in a hurry. Rajah was a moody beast.

Retaining her crouch, Evelyn cautiously approached the aged animal. "Steady, Rajah," she said, reaching for the golden chain about her neck. "That's a good boy. I won't hurt you."

Rajah growled, rolling onto his stomach. His muscles were underexercised and overaged, yet he could spring to his feet faster than most humans could react. His nostrils quivered at Evelyn's unfamiliar scent, and his ears flattened against his skull. He tolerated petting from van Hoff and his assistants, but he was too old not to be leery of strangers.

Evelyn's right hand drew the chain of her golden necklace out of her blouse. At its end glinted a pentagonal pendant: an all-purpose, though not all-powerful, talisman the woman was rarely without. She let this hang loose, swinging it back and forth with slight movements of her neck muscles. As the charm swayed, Evelyn talked to the animal in a soothing voice.

Rajah wheezed. His ears rose, and lids covered his round, liquid eyes. He slept.

Evelyn crept to his side and stretched her right hand forward. She patted his mane, stroked his powerful flanks, getting his sleeping form used to her touch. Then she lightly placed her fingers on top of Rajah's skull, between the ears. Her eyes shut. She froze in that position.

"Petrified with fear," van Hoff whispered. "Didn't realize what she was getting into. I'd better pull her out before Rajah becomes upset."

"Leave her be," said Gerrold, wiping his lips. This is her normal procedure." At least, Gerrold's sister-in-law had described something like this trance when Evelyn was at her home. This situation couldn't be *too much* different. Could it? Gerrold unknotted his tie, leaving it draped about his neck.

Five minutes passed as an hour for the anxious men. Abruptly, Evelyn withdrew her hand, murmured soothing words, and backed away from the peaceful feline. Van Hoff offered an unnecessary hand as she climbed out of the cage.

"Lock the door quietly, please," Evelyn told the keeper. As he obeyed, she walked to a bench facing Rajah's cage and sat down, brushing strands of silver hair from her face.

Gerrold plopped down beside her. "What was all that about?" he demanded.

Evelyn glanced at the cloudless sky, yawned, and eyed her client coolly. "Confirming my guess," she replied. "Your extra tiger is Rajah."

"Impossible."

"Improbable," she corrected. "Anything that occurs is, by definition, possible. The seventh tiger is Rajah's projected image. While his body sleeps here, his mind travels south to Wild Asia. The technique is simple . . . I've done it myself. It takes an enormous reserve of energy, of course, but Rajah's got nothing better to do, does he?"

"The tiger in Wild Asia is young, virile; healthier-looking than our new stock. Look at Rajah! Loose flesh, shriveled muscles, missing teeth, a cataract forming over the left eye . . . I'm not boring you, am I?"

Evelyn stifled another yawn. "The image is not the reality, Gerrold. Do you picture yourself as you look now, or as you did thirty years ago? I suggest you have van Hoff take a close look at your mystery guest. He'll confirm the beast looks exactly like Rajah in his prime."

"Why would the other tigers tolerate his presence? You heard van Hoff; instant hostility when we introduced them."

"You're not listening. Rajah is not physically there. He poses no threat to the younger animals, and vice versa."

"We can see him. Why don't they?"

Evelyn sighed. "They do. It doesn't matter. Animals understand this sort of phenomenon far better than most humans." And ask fewer stupid questions, she added silently.

Gerrold yanked off his tie, rolled it into a ball and shoved it into a jacket pocket. "Assuming this is so..."

"It is."

"What do we do about it?"

Evelyn shrugged. "Why do anything? No one is being harmed. The affair has gone on for years and, as van Hoff pointed out, Rajah won't last much longer. If it really bothers the staff, you could have the animal put down."

"Without valid cause! Unheard of."

"Then leave him alone. Now I offer you another choice: you can buy me a nice big lunch, or I can buy it myself and put it on my bill. I'm starving."

Gerrold turned to face the woman. Seated as they were, their eyes were nearly level. Her bizarre theory was persuasive. Angrily, he tore his gaze away.

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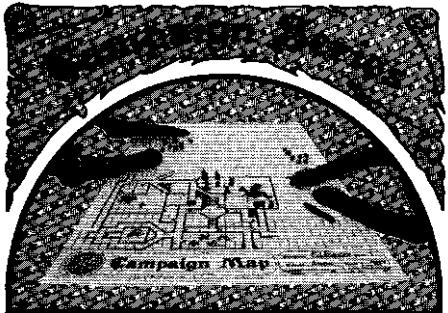
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"I can't go to the board with that story!" he exclaimed, focusing on the sleeping tiger. "You're a lovely woman, Miss Slade, and could charm the devil into buying hot coals..."

She raised a pale eyebrow. "That might be interesting," she mused.

"But you've overreached yourself this time. You have a fine way with animals, but if you expect me to believe that a wild animal could create an astral projection . . ."

Evelyn suddenly stood, hoisting herself up with a hand on the man's shoulder. Gerrold winced at the unexpected strength in her grip.

"My job is to get results, Gerrold, not to argue about them. I advise you to urge the board to pay my bill promptly. My collection agents sometimes use . . . unpleasant methods. I'll beat the restaurant, saving you a seat at my table."

Gerrold watched the investigator walking quickly towards the children's zoo and the restaurant beyond it. He shook his head. Her words rang true, but where was the proof? If the board did nothing, if things continued as they were, how could the directors know whether they'd been conned or not?

Van Hoff had returned to his normal duties after relocking Rajah's cage. Now he stood on the stone steps of the lion house and shouted at the perplexed Farnsworth Gerrold.

"Telephone," he called. "It's your niece. She's been calling all over the zoo."

Gerrold entered van Hoff's pungent office, stepped around a crate of freshly delivered meat, and picked the receiver off a brown-stained desk.

Hysterical sobbing came from the earpiece.

"What's wrong, Susie?" he asked.

Susie sniffed. "I'm sorry, Uncle Farnsworth. I know you hate to be bothered, but no one here will believe me, even with a train full of witnesses."

"Calm down, Susie. What won't they believe?"

"You know that big tiger everybody sees? The one that disappears when the other cats are called in for the night?"

Gerrold's jaw muscles tightened. "Did he vanish?"

"No, he's still there. But about five minutes ago, maybe ten, he had company."

"Another tiger?"

"No. A woman. She had long silvery hair, and she was petting the tiger on the head, as you'd. pet a kitten, and she looked up at me and smiled..."

The phone receiver slipped through Gerrold's nerveless fingers. Van Hoff jumped forward to catch it before it struck the desk. Startled at the keeper's sudden motion, Gerrold stared at him through glassy eyes. Then he said:

"Talk to her, van Hoff. Calm her down, will you? I've got a luncheon date."

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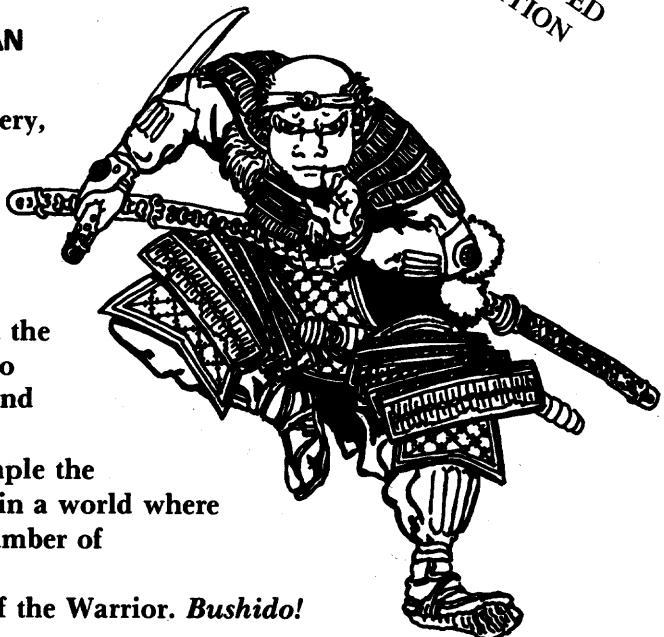
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Magic for merchants

Leomund's TINY HUT

by Lenard Lakofka

Many Dungeon Masters have numerous town/hamlet/city adventures as part of their regular campaigns. In these locales, adventurers can buy and sell items and find out information by visiting shops, inns, and taverns. On rare occasion, a shop might sell/buy a magic item to/from an adventurer.

It must be understood, that for all of the treasure in the average AD&D™ world, the average tradesman or merchant will rarely have an inventory valued at over 50 gp. Many an AD&D player feels that he can run to the local blacksmith and buy a horse using a 250 gp gem, or that he can go into a weapon shop and sell a +1 weapon for 2,000 gp. The blacksmith wouldn't know a 250 gp gem from one worth 10 gp, nor would he have the gold to give "in change" in any case. The shop owner probably has never seen 100 gp at one time, much less 2,000.

Only a few guildsmen and tradesmen are truly rich and have adequate coinage to deal in the real values of the magic items that might be found in the world. If they do have such wealth it will be hidden, protected or both. If their merchandise includes one or more magic items, these will not be left lying on the counter for everyone to see.

I have encountered numerous games where the party wanders into town, finds the "magic shop," and then, under cover of darkness, robs the place of its goodies. Alas, in most cases the DM makes the shopkeeper some poor zero-level figure who is helpless to protect his inventory from the haughty wizards and ferocious fighters who roam the streets of his little town. Any time a DM gives players something for nothing, he is depriving them and himself of a great deal of fun. Here, to solve this particular problem, are a few ways to make shopkeepers tougher.

Guild magic

Most professions found in the towns, cities, and other population centers of an AD&D world have organizations which teach, regulate and protect the organization's members. These organizations are usually called guilds. There are guilds for masons, carpenters, clothiers, weavers, and so forth. Not every town will

have a guild for each possible profession, nor will some towns require that a person join any particular guild if he/she does not wish to. Thus, even though guilds are usually a strong force in society, some proprietors will be independent.

A profession is usually taught by means of the apprentice system. Sometimes an apprentice will learn everything from the single person he/she works for. Other times there will be a succession of teachers because the profession has various grades within it; for instance, someone training to be a mason might have different teachers for each step of the process, going through apprentice mason, mason, grand, mason, master mason, grand master mason, and so on.

Professions are often beset by outsiders who either want to learn the trade without contributing to the guild (in some set way), or others who try to take money from the guild and its members through unfair taxation, outright theft, and the like. Thus, many guilds will teach a proprietor some minor magics that range in power somewhere between cantrips (see *From the Sorcerer's Scroll* by E. Gary Gygax in issues #59, #60, and #61 of DRAGON™ magazine) and second level magic-user spells — but only grand masters of a guild might be able to cast a spell equivalent to a second level magic-user spell.

In order to learn these minor magics, the learner must have a minimum intelligence of 9 (as for magic-users), though a minimum wisdom of 10 can be substituted for the weakest of these magics, the cantrips. Those spells equivalent to a first level or second level magic-user spell need intelligence as a basis for their casting; wisdom cannot be substituted.

The various types of minor guild magic can vary from profession to profession. Cantrips like *Stir*, *Mix*, *Clean*, *Wipe*, *Dry*, *Moisten*, and *Hold* are quite common and apply to many professions. These very minor magics have no attack potential; that is, they cannot cause damage directly. They can, occasionally, cause distraction or have defensive value. For all practical purposes, any cantrip could be used if a direct, useful purpose for it can be demonstrated within the guild/profession. For example, *Hold* can be used by a carpenter to keep

a nail in place prior to striking it with a hammer. The duration of the *Hold* would be only 1 segment, just long enough for the carpenter to take the swing with the hammer. However, the carpenter could use one *Hold* cantrip over and over again, for perhaps up to an hour, while he pounded home nails one after the other. If he stops nailing or uses some other cantrip, then the *Hold* cantrip is cancelled.

The average merchant or tradesman is 33% likely to know one useful cantrip. The other two-thirds will not have any knowledge of even the most simple magic. If the merchant or tradesman knows at least one cantrip, there is a 50% chance that the figure will have knowledge of more than the one incantation.

For each magic-using tradesman or merchant, roll on the following table.

A number or range of numbers in parentheses after a listing indicates the number of cantrips usable by a figure in a single day. A number in brackets represents the figure's daily capacity to use Mysteries (explained hereafter). A number set in *italic* type inside parentheses represents the number of first level magic-user spells the figure can use, and a number in *italic* type inside brackets indicates the ability to use a second level magic-user spell once per day.

Spells known and usable

01-50	No other cantrip known.	(1)
51-65	1 other cantrip known.	(1)
66-70	2 other cantrips known.	(1)
71-74	3 other cantrips known.	(2)
75-76	4 other cantrips known.	(2)
77	5 other cantrips known.	(3)
78-80	2-5 (d4+1) other cantrips.	(1-2)
81-81	2-7 (d6+1) other cantrips.	(1-3)
83	3-8 (d6+2) other cantrips.	(1-4)
84-85	2-5 other cantrips, 1 Mystery.	
	(1-4) [1]	
86	3-8 other cantrips, 1 Mystery.	
	(1-6) [1]	
87-89	3-8 other cantrips, 2 Mysteries.	
	(1-6) [1]	
90-91	3-8 other cantrips, 3 Mysteries.	
	(1-6) [1]	
92	3-8 other cantrips, 1-4 Mysteries.	
	(1-6) [1-2]	
93-95	3-8 other cantrips, 2-5 Mysteries.	
	(1-6) [1-3]	

96-97 3-8 other cantrips, 2-5 Mysteries, 1 first level magic-user spell.
 (1-6) [1-3] (1)

98 3-8 other cantrips, 2-5 Mysteries, 2 first level magic-user spells.
 (1-6) [1-3] (1)

99 3-8 other cantrips, 2-5 Mysteries, 1-4 first level magic-user spells.
 (1-6) [1-3] (2)

00 3-8 other cantrips, 2-5 Mysteries, 1-4 first level magic-user spells, 1 second level magic-user spell.
 (1-6) [1-3] (2) [1]

Cantrips and Mysteries, as well as magic-user spells, are read from books. The "chance to know each listed spell" as per Intelligence Table II in the Players Handbook must be rolled for cantrips and mysteries as well as regular spells, with wisdom substituted for intelligence in the case of a figure with low intelligence who still might be able to cast the minor magics (cantrips and mysteries). Cantrips take 15 minutes each to read, as do mysteries. Rest prior to reading must be a full 4 hours.

Mysteries: more minor magics

Mysteries are very minor forms of magic used to protect a professional from attacks and to protect his shop and goods from theft and other forces. The common mysteries are these:

1 Alarm	7 Hound
2 Appreciate	8 Lapse
3 Bell	9 Lock
4 Drowsiness	10 Pacify
5 Glue	11 Panic
6 Grab	12 Spin

1. Alarm: This magic will allow the shopkeeper's voice to become four times louder than normal for one round, so that he/she can call for help. The volume of the voice will not directly affect the offending person, but might cause him or her to run off.

2. Appreciate: This is used on a person to get him or her to see more quality in an item. It can cause the victim to pay up to 20% more than he or she would have paid for an item, because now he or she is convinced of its higher value. The victim is allowed a saving throw if the item is valued at under 10 gp; a save at +2 if the value is 10-99 gp; a save at +5 for items valued at 100-199 gp, and a save at +8 if the value is 200 gp or more. *Appreciate* cannot convince someone an item is magical in any case. If the victim makes the saving throw, he or she will not buy the item unless the price drops by at least 40%.

3. Bell: This uses an actual bell as a material component. The dwoemer is cast on the bell after it is placed near a door or some item that the shopkeeper wishes to guard. The duration of the bell is 8 hours or until the *bell* has sounded. Any living thing coming within 3 feet of

the *bell* will cause it to ring once.

4. Drowsiness: This can be applied to any person or group of persons who add up to no more than 4th level or 4 hit dice. Men-at-arms, 0-level figures, and monsters of less than 1 hit die equal one level each for this calculation. The victim(s) must be inside a 20-foot-square area no more than 40 feet away from the merchant. There is no saving throw. The victim(s) will feel drowsy for 1 round, and during that time is -2 to hit and -2 on initiative rolls. The victim(s) will not feel obliged to move unless a direct danger to it/them exists. The magic affects all creatures that are vulnerable to a *Charm Person* spell.

5. Glue: This magic is applied to an item and another surface of less than one square foot each (the binding surfaces, that is). The two surfaces will stay bound together for 5-20 rounds. Since the surfaces must be touched to each other within a 1-segment span, the spell can almost never be applied to another living being but is usually used to make an item in the shop pilfer-proof for a few minutes.

6. Grab: This can be applied to any single immobile object that weighs 10 pounds or less and is not already being held by a living creature. If the shopkeeper casts *Grab* on an item (range 30 feet, duration 1 turn), the magic will hold it fast in place. A character or creature with strength of 18(01) or greater can break the *Grab*, at a percentage chance equal to its exceptional strength number.

7. Hound: This is cast on any living creature of animal intelligence that can be trained to be alert, such as a bird or a cat. When the dwoemer is cast on the animal (who is allowed a saving throw of 9), the animal will bark like a large dog instead of its normal sound for a period of one minute. The duration of the magic is 6 hours or until the animal "barks." If the animal makes its saving throw then it cannot bark; alas, the shopkeeper cannot know for sure if the spell has taken effect or not.

8. Lapse: This is applied to one figure at a time. If the intended victim fails a normal saving throw, he or she is effectively paralyzed for 3-12 segments—but if and only if no attack from the caster of the magic is forthcoming. If the caster moves to physically harm the paralyzed figure, the spell breaks instantly. Someone else could attack, of course, but if the paralyzed figure can see the attack coming, he or she is allowed a second saving throw instantly. Another saving throw is allowed after any successful attack on the victim, to see if the blow "breaks" the paralysis before the *Lapse* duration expires. Such a paralyzed figure has some small amount of mobility left, so he or she cannot necessarily be killed outright.

9. Lock: The material component for this magic is a key that exactly fits the

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lock in question. A skeleton key will not do, but an exact duplicate of an original key would suffice. The shop owner holds the key and makes a locking or unlocking motion to open or close the lock in question. Range of the magic is up to 40 feet. The magic can be used to lock and unlock (or vice versa) the same lock with one application, if the two actions are done within 10 minutes of each other and the key never leaves the caster's hand during that time.

10. Pacify: This is applied to a single person who is badly disposed toward the shopkeeper (but open melee cannot have occurred). The Pacify magic will change the person's frame of mind for 2-5 rounds. Targets of under 4th level obtain no saving throw; those of 4th level and above obtain the standard saving throw. Range is 20 feet. Pacify is usually used to prevent melee and as a way to ease a person out of the shop before the magic wears off. This spell is not a charm, and thus the shopkeeper cannot obtain services, information or goods from the person.

11. Panic: This can be applied to one figure by touch. He or she (again, only "persons" can be so attacked) is allowed a normal saving throw. If it fails, the person will run away for 5-20 segments, but will not drop anything held in any case. The victim can defend himself or herself if chased or attacked. The victim is only afraid of the shopkeeper.

12. Spin: This is used on a single person at a maximum range of 20 feet. If the intended victim fails a saving throw, he or she will spin around for the next 2-8 segments. He or she cannot attack, but can defend (at -2) while pirouetting.

All mysteries take 1 segment to cast. They begin at the start of a melee segment and end at the end of the segment. If the DM considers all blows with weapons to land in the middle of a segment, it will be simple to determine if the attempted casting of a mystery is ruined by a blow or by the touching of the spell-casting shopkeeper.

Guild languages

The guilds and trades that use cantrips, mysteries and actual magics have developed their own languages and symbols for the text of these spells. Thus, if a magic-user found a book of merchant cantrips and mysteries, the magic-user could not use them without casting *Comprehend Languages* first. Once the language of a certain magical text is understood, *Comprehend Languages* would not be needed again to decipher that particular spell, cantrip, or mystery any time it is written by someone in that particular profession. For instance, if a magic-user found the *Glue* mystery in the book of a carpenter and learned and used it (he must still roll the % chance to know), he would not auto-

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matically be able to use it if he found it in the book of a goldsmith, since the languages used to write the two versions of the magic would be different. *Read Magic* will not break the language barrier of a cantrip or a mystery.

If a master guild member knows a first level or second level magic-user spell, it will be written in the language of the guild and is likewise unavailable to any full-fledged magic-user who might find the merchant's book.

Guild masters' spells

The spells known by master guild members are usually defensive or informational. The following spells are the ones most often known by guild masters:

First level M-U spells

- 01-12 *Unseen Servant*
- 13-20 *Comprehend Languages*
- 21-27 *Hold Portal*
- 28-34 *Mending*
- 35-42 *Tenser's Floating Disc*
- 43-50 *Ventriloquism*
- 51-54 *Write*
- 55-57 *Affect Normal Fires*
- 58 *Burning Hands*
- 59 *Charm Person*
- 60 *Detect Magic*
- 61-67 *Enlarge*
- 68-74 *Reduce*
- 75 *Erase*
- 76-79 *Feather Fall*

- 80-82 *Friends*
- 83 *Jump*
- 84-86 *Light*
- 87-88 *Darkness*
- 89 *Magic Missile*
- 90 *Nystul's Magic Aura*
- 91-92 *Protection from Evil*
- 93-94 *Push*
- 95-99 *Shield*
- 00 *Sleep*

Second level M-U spells

- 01-16 *Audible Glamer*
- 17-18 *Detect Evil*
- 19 *Detect invisibility*
- 20-28 *ESP*
- 29 *Fools Gold*
- 30-39 *Forget*
- 40 *Invisibility*
- 41-43 *Knock*
- 44-50 *Leomund's Trap*
- 51 *Levitate*
- 52-54 *Locate Object*
- 55-60 *Magic Mouth*
- 61-67 *Mirror Image*
- 68 *Pyrotechnics*
- 69 *Ray of Enfeeblement*
- 70 *Rope Trick*
- 71-80 *Scare*
- 81-88 *Strength*
- 89 *Web*
- 90-00 *Wizard Lock*

Merchant characteristics

The average merchant will have 1-6 hit points and will fight as a zero-hit-die figure.

A merchant who can cast simple cantrip magic, regardless of spell capacity, still has 1-6 hit points and still fights as a 0-hit-die figure, but obtains the saving throw (vs. magic only) of a first level magic-user. A merchant or tradesman who can cast a mystery obtains the saving throw of a first level magic-user against all attack forms except breath weapon. A merchant who can cast a first level magic-user spell still has 1-6 hit points and attacks as a 0-hit-die figure but has the full saving throw capability of a first level magic-user. A merchant who can cast two first level magic-user spells will have 2-7 hit points. A merchant who can cast a second-level magic user spell will have 3-8 hit points.

Some merchants and tradesmen are ex-adventure-class figures who have decided to settle down and give up adventuring. Such ex-adventurer-class figures (or men/women-at-arms) retain their previous abilities and may add, if they are guild or trade members, some minor magics if they possess the required intelligence (or wisdom). However, learning minor guild magic once a person has been an adventure-class figure is much less likely, so only 15% of such figures will know any minor magic, as opposed to the 33% figure for merchants who never were adventurers.

Merchants and tradesmen may teach the cantrip they know to their spouses and children if they work in the shop (on

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the job) with the guild member. They may teach cantrips only, however, and not mysteries or magic-user spells — unless the spouse or child enters the guild or trade in the usual manner.

Foiling theft

Merchants and tradesmen who cannot cast cantrips, mysteries or low-level magic-user spells and who are not retired adventurers can still protect their goods from theft. The easiest solution is a series of well-placed locks. Larger centers of population might have complex locks that reduce a thief's chance to pick them by some set amount, perhaps down to as low as one-half of the original chance for success. Complex locks should sell for about 1 electrum piece per percent of this reduction (with a reduction of 50% being maximum, as described above).

Example: A thief has a 35% chance to pick a lock. If a shopkeeper spends an extra 10 gp on a complex lock, the thief's chance is reduced by a 20% proportion, to $(35\% - (.2 \times .35))$, or 28%. If the thief's chance were 80%, the same amount of reduction would take the chance down to $80\% - (.2 \times .80)$, or 64%. A run-of-the-mill padlock would cost anywhere from 1-100 silver pieces. Standard door locks sell from 3-300 silver pieces. Locks for strong doors, the type found in dungeons, on temple doors, in jails, and so forth likely cost from 1-20 gp.

For added protection, the merchant can also hire a thief or assassin to place a trap. The cost to place the trap will be about equal in gold pieces to the number representing the percent chance the thief or assassin has to set the trap successfully. That chance should be the same as the chance to remove a trap.

Failure to set a trap successfully means the thief or assassin will take full damage from the trap. Thus, very few thieves or assassins will set traps that might cause injury. This is especially true of traps containing poison needles. A poison-needle trap with lethal poison in it will cost at least double the usual price. Some thieves and assassins will refuse to set such a trap.

Traps able to be set by thieves involve simple mechanics and not collapsing floors or ceilings, two-ton blocks, or the like. Most thieves will set traps that sound an alarm (like ringing a bell or gong), cause something to fall (like a bucket, can, or pail), or cause minor damage (the classic form is a crossbow trap, though some spring-loaded traps can also be set effectively to throw darts). Poisons and liquids to coat daggers, darts and bolts are quite expensive. Such liquids will dry out and/or become impotent with time; usually the more potent the liquid is, the faster it will dry out or lose potency.

The merchant can also hire a magic-user, cleric, or druid to set a magical trap

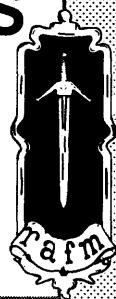
via a spell. The most common of these are *Magic Mouth*, *Snare*, and a *Glyph of Warding*. Some magical traps can be reset each night so that the merchant can set the trap up and then go to bed. This is surely true of the *Magic Mouth*, which could be placed on an object that is covered during the day or not even brought out during the day, and then exposed at night for the would-be thief to trip.

Your DM may rule that a *Glyph of Warding* cannot be placed on a carpet. If this is allowed, however, this provides a great defense: Just roll the rug up in the morning and put it away until the next night. Naturally, there are more potent magics like *Symbols* and *Explosive Runes* that might also be available, for a much stiffer price. Any magical protection for a merchant's shop will cost quite a few gold pieces.

The merchant can employ one or more guards for his goods at night or even during the day. That is what town guards are for, by the way. The guard a merchant employs can be an adventuring-class character even if the employer is zero level himself. After all, money is the key factor here, not level.

The merchant can buy a dog or other animal (monster?) to guard his property. A guard dog can stop many a robbery before it starts. If the merchant has a golem, basilisk or cockatrice, however, so much the better!

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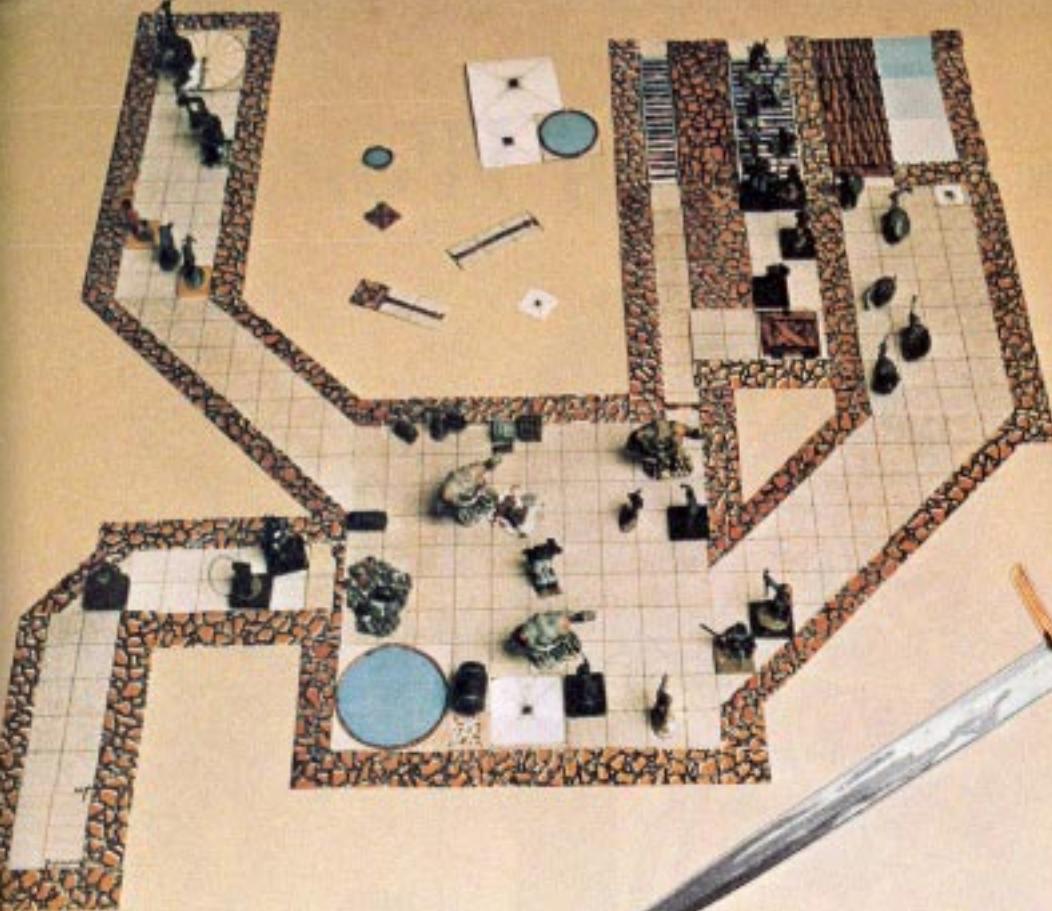
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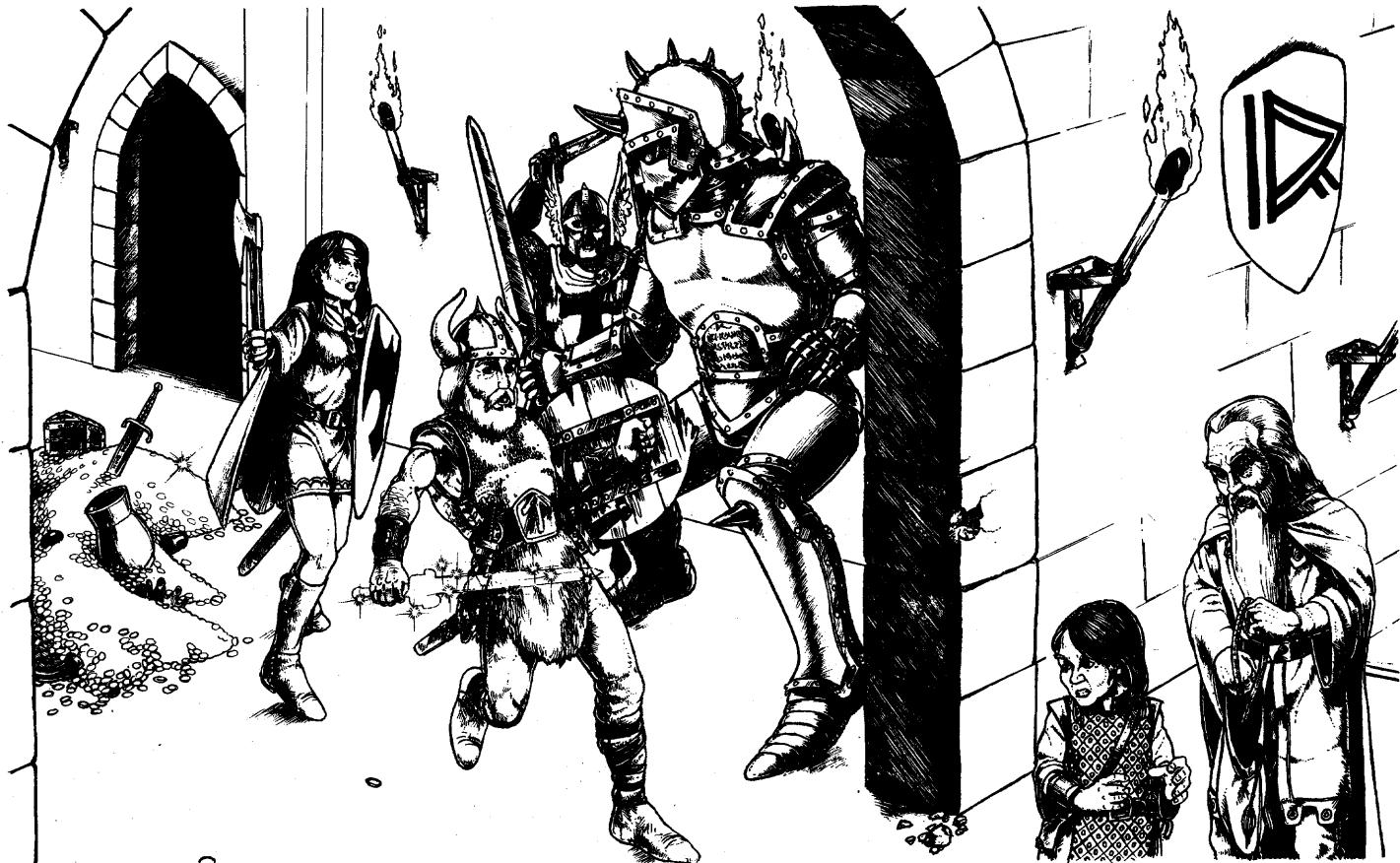
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Zadron's Pouch of Wonders



You don't know what you'll get until what you've got is gone

by Phil Meyers and Steve Bill

Zadron's Pouch of Wonders is a sort of magical grab-bag inside which a great variety of magic items can be found. It appears to be an ordinary leather pouch with a drawstring made of silk. When found the pouch will be closed, and examination will reveal that the pouch contains some sort of small object. To utilize the magic of the bag, a character must open the pouch and draw the item out. The first character to do this after the pouch is discovered becomes the owner of the pouch.

Each pouch will produce from 11-30 (d20+10) items for its owner and then teleport away to another treasure hoard to be found anew. However, only one item from the pouch can be in existence at any given time. Every time an item is drawn from inside it, the pouch will remain empty for the next day, but thereafter there is a 5% chance per day that

another item will appear in the pouch.

When a new item appears in the pouch, the old item becomes useless and disappears, but the new one is ready for use. If an item from the pouch is destroyed by any other means, or if an item is put back in the pouch (if possible), that item will be replaced by a new item. (This does not apply for some of the "cursed" items; see individual item descriptions.)

The 5% chance for a new item to be created is always assumed to be rolled at the start of the day in question. If a new item is indicated, it will be created immediately — unless the pouch's owner is using the item, and the loss of the powers of the item at that particular time would directly endanger his or her life. In such a case, the creation of the new item will not take place until the pouch's owner stops using the old item.

If the owner of the pouch is killed, the pouch will teleport away as if it had reached its quota, and will next turn up

(if ever) in a different treasure hoard. The pouch will not produce new items for anyone other than its owner, but the owner can allow others to use items taken from the pouch. However, items being used by other characters will disappear instantly when the creation of a new item is indicated, regardless of the circumstances (see preceding paragraph).

The last item drawn from the pouch (the one that fills the pouch's limit) will remain in existence and usable until the next time the creation of a new item (according to the 5% chance per day) is indicated. When this occurs, both the existing magic item and the pouch will disappear. The owner of the pouch can keep any item from the pouch as long as desired, subject only to the eventual disappearance of the item.

To determine what the pouch contains, roll on the table below for the type of item produced, then refer to the specific tables A through L.

Roll**(d12) Type of item produced**

- 1 An egg (Table A below)
- 2 A glove (B)
- 3 A crystal sphere (C)
- 4 A rock (D)
- 5 A figurine (E)
- 6 A vial (F)
- 7 A miniature wagon (G)
- 8 A bag (H)
- 9 A card (I)
- 10 A piece of rope or string (J)
- 11 A small box with a button on it (K)
- 12 A wand (L)

Table A: Eggs (roll d6)

All creatures hatched from eggs will emerge in the third round after the egg is drawn from the pouch. As with all creatures conjured by the pouch, those hatched from eggs do not age.

1: A copper egg from which a small, young copper dragon emerges. The dragon speaks, uses magic, and will serve the pouch owner. It can, however, only be commanded to fight for the pouch owner 3 times (battles). Otherwise it will fight only in self-defense.

2: A golden egg out of which a golden-colored goose hatches. The goose follows the pouch owner around unless forced to do otherwise, and appears to be very rare and valuable. There is a 1 in 3 chance each day that the goose will become a living Symbol of Discord for 1 turn at a random time.



3: A stone egg out of which hatches a full-grown, hungry xorn. The xorn demands from 2,000—8,000 gp value (2d4) in precious metal or everything the owner has, whichever is least, or else it will attack. It disappears if satisfied.

4: A white egg out of which a full-grown giant eagle hatches. The eagle can speak the owner's language and will serve the pouch owner on the same terms as the dragon in (1) above.

5: A white egg with pink stripes, out of which a highly intelligent white rabbit appears. The rabbit can speak the pouch owner's language and will serve as a scout (or whatever) for as long as the owner desires. The rabbit is AC 6, 3 hit points, no attacks, 50% magic resistance.

6: A glass egg out of which an unseen servant (80% chance) or an invisible stalker (20% chance) hatches. Either will serve as described in the corresponding spells, but duration is unlimited, except as noted above.

Table B: Gloves (roll d6)

1: A small, light leather glove that turns into a pair of *Gauntlets of Ogre Power* when it is drawn.

2: As (1) above, but *Gauntlets of Dexterity* are found instead.

3: A glove that allows its wearer to cast a *Push* spell, once per round, for up to 6 times per day.

4: Anyone besides the owner of the pouch who puts on this glove will imme-

diate begin to choke himself or herself to death, doing 2-8 points of damage per round. Only a *Remove Curse*, *Limited Wish*, or *Wish* spell will prevent the victim's eventual death. The glove will have no effect if worn by the owner of the pouch.

5: A glove that allows its wearer to cast one of the *Bigby's Hand* spells, except for *Bigby's Crushing Hand*, once per day.

6: A glove which, if used in place of a weapon, will cause the wearer's fist to become a +2 weapon, do 3-6 points of damage per hit, and stun (for 1-6 rounds) opponents that fail their saving throw vs. magic when hit. The latter property is effective only against creatures size M or smaller.

Table C: Crystal spheres (roll d8)

1: A large crystal sphere that opens to reveal 2-5 small (1-inch diameter) crystals that glow dimly from within. Any sound originating within 1 foot of a crystal will be reproduced at the same volume by the other crystals, regardless of their location, allowing easy communication over any distance, but not between planes.

2: A large crystal sphere that opens to reveal a pair of glass balls, each one 3 inches in diameter. Looking into one of them allows the viewer to see anything within sight of the other one. By turning the crystal around the viewer can see an

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entire 360 degrees, just as if he or she were standing where the second crystal lies. The system works both ways, allowing a creature holding the second crystal to see the original viewer. Creatures with infravision can see infravisually through the crystals.

3: A lens-shaped crystal that allows anyone looking through it to *detect invisibility* as per the second-level magic-user spell.

4: Anyone besides the owner of the pouch who holds this 3-inch-diameter crystal becomes magically imprisoned inside it, but suffers no other ill effects. The imprisonment lasts until the crystal disappears of its own accord when a new item appears in the pouch.

5: This irregularly shaped crystal begins to glow with a blue light whenever hostile or potentially hostile creatures are within 5", and glows more brightly as the hostile creatures get nearer. It also detects such creatures as trappers, lurkers above, and piercers.

6: A *Crystal Ball*, but this one is only 3 inches in diameter and is usable by the owner of the pouch, regardless of his or her class.

7: Also a *Crystal Ball* as (6) above, but this item is usable by any character. However, if anyone but the owner of the pouch views a hostile creature through the crystal for 2-5 (number changes on each use) rounds, the viewer is teleported to the place that was being

viewed. The crystal is not teleported.

8: A marvelous crystal that is hollow and contains small white flakes and a clear, colorless liquid. Shaking it causes the flakes within to swirl in patterns wondrous to behold.

Table D: Rocks (roll d8)

1: A small stone with a word of command written on it. When the word of command is spoken within 3" of the stone, it grows into a 10-foot-diameter boulder in 1 segment. Speaking the word of command a second time causes it to shrink back to normal size. The boulder will not reach full size in an area less than 10 feet wide or 10 feet high. Characters and creatures can be trapped and immobilized by the expanding stone, but it will not enlarge enough to cause them actual damage if they are so trapped.

2: A pebble which turns into a *Stone of Controlling Earth Elementals*.

3: A *Stone of Good Luck* (*Luckstone*).

4: A *Stone of Weight* (*Loadstone*), which will appear to be a *Luckstone*.

5: A *Brick of Flying*, which if thrown hard will fly through the air.

6: A large hollow stone that rattles if shaken. Breaking it open reveals 2-5 *loun Stones* inside.

7: A triangular piece of stone that glows with a purple light. Once the stone is touched by anyone but the owner of the pouch, the toucher cannot be rid of it until a *Remove Curse*, *Dispel Evil*, or

Wish spell is used, or until the stone disappears. The stone imparts 50% magic resistance to the holder, allows regeneration of lost hit points at 3 points per round, and effectively, blinds the holder to the sight of any living and animate creatures, making the holder -4 "to hit" and damage (plus all other appropriate penalties for blindness). This blindness does not extend to non-living creatures such as undead or inanimate living things such as trees and plant life.

8: A stone that clings to iron or steel by means of a mysterious unseen force.

Table E: Figurines (roll d8)

1: A golden lion (just one); see *Figurines of Wondrous Power*.

2: An onyx dog.

3: A serpentine owl.

4: An ivory goat (one, selected at random).

5: A marble elephant.

6: A bronze figurine of a warrior with a word of command written on the underside of its base. When the word of command is spoken, the figurine becomes a real warrior that serves the owner for up to 3 turns once each day. The bronze warrior has the following statistics: AC -2, 40 hit points, 6th-level fighter, 18(01) strength, 18 dexterity. The warrior uses a +1 composite shortbow, twenty +1 arrows, a +1 longsword, and a *Javelin of Piercing*. None of these items are magical in the hands of other characters.

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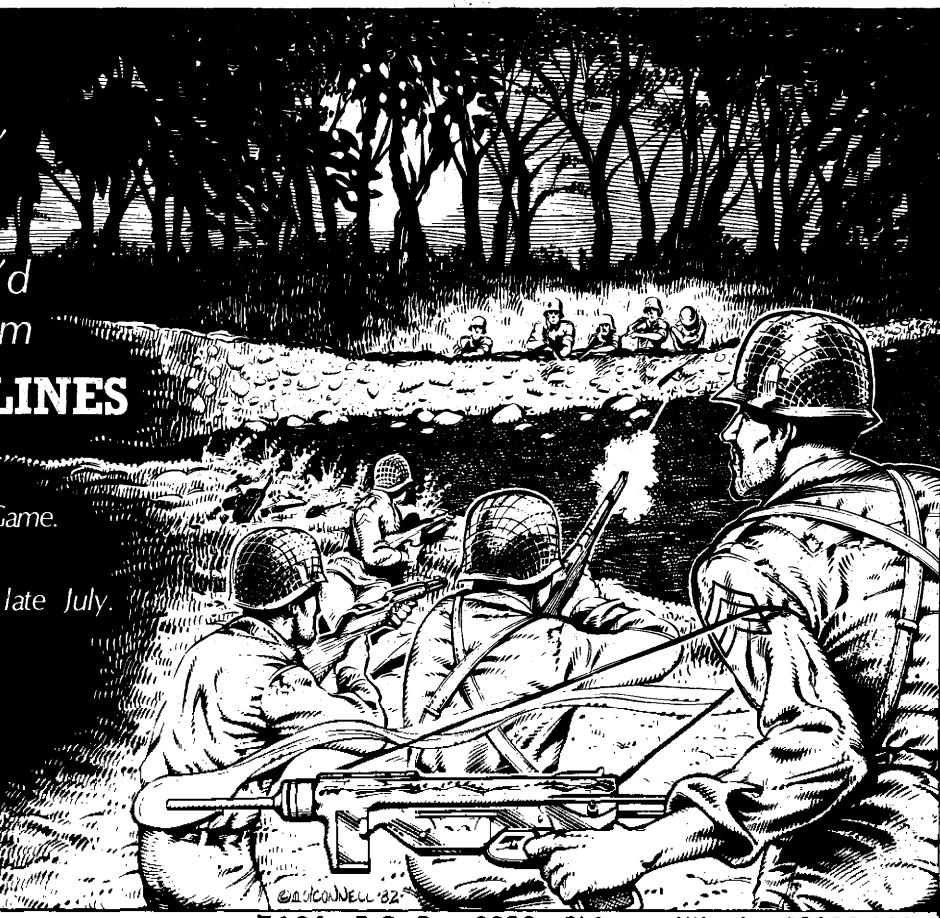
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7: A jade sculpture of a palace. One turn after being drawn from the pouch the figurine starts growing, doubling in size each round until it becomes a real palace, 200 feet on a side and 100 feet tall at its apex. It will crush other structures or objects out of the way as it grows, but it will not grow while the sculpture is underground.

8: A limestone figurine of a leprechaun, which immediately animates into a real leprechaun when drawn from the pouch. The leprechaun will plague the pouch owner and only the owner for the rest of the day, attempting to steal the pouch at every opportunity (without bringing physical harm to the owner). If the leprechaun is able to steal the pouch, the owner must catch the leprechaun within the same day (automatically retrieving the pouch in the act of catching the leprechaun), or both the pouch and the leprechaun will disappear. The leprechaun disappears at the end of the day in any event.

Table F: Vials (roll d8)

1: A small ceramic vial that is able to hold up to 10 gallons of any liquid without increasing in size or weight. It draws or pours at the rate of 1 gallon per segment, but if the vial is broken the entire contents of the vial are instantly released.

2: A bottle with a label that says "Potion of —". A stylus covered with ink is tied to the side of the bottle. If the

stylus is used to fill in the blank, the contents of the vial become the potion named on the label. Until then, the vial contains poison.

3: When this opaque vial is opened, the one who opened it (including the owner of the pouch) instantly assumes gaseous form and is sucked inside the vial. The vial then reseals itself and flies back into the pouch. The victim can be released if a character reaches into the pouch, withdraws the vial, and reopens it. The trapping and releasing powers of the vial will work alternately in this fashion until the item is destroyed or disappears.

4: An iron Flask which will not be empty.

5: An Eversmoking Bottle.

6: A "wheezing bottle" that sucks air or any gas in and out on alternate rounds, with a capacity each time of 125 cubic feet. If the bottle is stoppered at the right moment, it can be used to store a gas for release at a later time.

7: A vial containing a potion that will effectively raise any character 2 levels of experience for 1 day, with appropriate increases in abilities.

8: A vial holding a potion that causes the imbiber to regenerate 1 hit point per turn, even after apparent death, for 1 day. The regeneration does not extend to magical attack forms that cause death without doing hit-point damage, such as the druid *Finger of Death* spell; the cleric spell *Destruction* (reverse of *Reincarna-*

tion); or the magic-user spell *Power Word, Kill*, to name a few.

Table G: Miniature weapons (roll d10)

All miniature weapons will enlarge to the full size of a normal weapon of the type within 1 round after being drawn from the pouch, unless the item's description indicates otherwise.

1: This miniature boomerang grows into a full-sized boomerang. This weapon is usable outdoors or in large open spaces only (minimum range 3", maximum 10"). It always hits, does 2-5 points of damage, and returns to the hand of the thrower on the round after each hit.

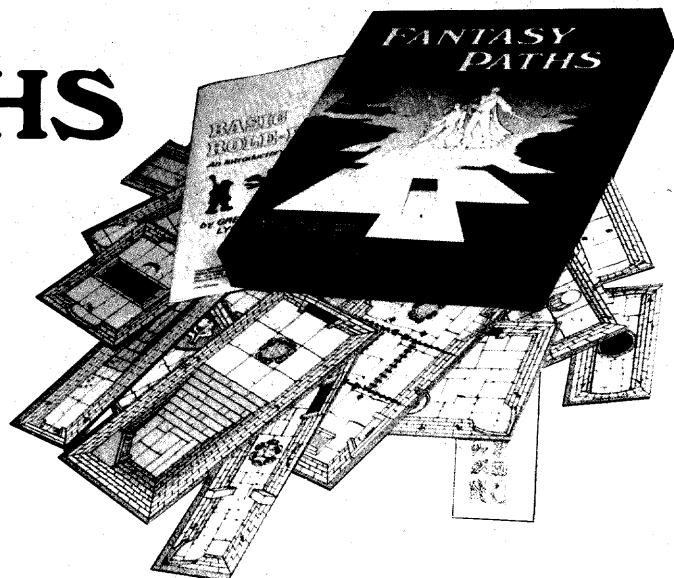
2: A small net that enlarges into *Zadron's Net of Apprehending*, a special version of the *Net of Entrapment*. It has an intelligence of 25 and an ego of 20, like a magic sword, and victims' saving throws are at -4. Its purpose is to capture thieves; when this net is thrown on a thief the captured thief is instantly teleported to the nearest jail interested in the thief. If the gains control of the owner of the pouch or the owner of the net (if it is given away), it will force that person to use the net against any thief encountered (possibly another party member).

3: A small arrow that enlarges into an apparently normal arrow. When fired, this arrow will never miss (although it may not hit the intended target) if a target is in range, and if it comes to a corner it will turn 90 degrees and con-

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tinue on its way, hitting the first character or creature it contacts and doing 4-9 points of damage. 50% of these arrows turn right, 50% turn left. The arrow will continue turning corners to the limit of its range, until it hits something or can go no further.

4: A tiny catapult with a command word written on it. When the command word is spoken, the model becomes a full-size heavy catapult. Speaking the word a second time reduces the catapult to a miniature again. This process can be repeated.

5: A small hammer that enlarges into a Hammer +3, Dwarven Thrower.

6: A Sling of Seeking +2, seven +2 sling bullets, and one sling bullet that explodes as a 5-dice fireball, as the spell, on impact.

7: A small sword that becomes a Sword of Dancing.

8: A small sword that becomes a +1 Luck Blade with 2 wishes. The wishes cannot be used for selfish purposes, or else the sword will disappear and a new object will appear in the pouch.

9: A+1 sword with disarming ability; an opponent must save vs. magic when hit or drop his/her/its weapon. An opponent that has already lost its weapon must save or lose its shield. Unarmed opponents or those using natural weaponry are not affected.

10: A club that polymorphs its wielder into an ogre (no system shock roll re-

quired) for as long as the club is held. The wielder always retains his or her original personality. The ogre has the character's hit points, or 33 hit points, whichever is greater. The club is a +1 weapon that does 2-11 points of damage. The polymorphed character attacks as an ogre if it has 33 hit points or less, and attacks as the normal character would if it has more than 33 hit points.

Table H: Bags (roll d10)

- 1: A Bag of Holding.
- 2: A Bag of Tricks.

3: A Bag of Useful Items, similar to a Robe of Useful Items, but the bag is usable by any class, and the items within are miniatures, easily recognizable, that become the real items when desired.

4: A bag, brown in color, that contains two sandwiches, an apple, and a cookie.

5: A small sack that is found to contain a small sack. That small sack is also found to contain a small sack, and so on, ad infinitum.

- 6: A Bag of Devouring.

7: A magic bag that no one but a dwarf can open. It contains what appears to be a worn-out leather belt, two rusty gauntlets, a cheap blacksmith's hammer, and a scroll on which are written the letters "DEEHNRRTU." When these letters are rearranged, they spell "THUNDERER," the name of the hammer. When this name is spoken, the hammer becomes a Hammer of Thunderbolts, the gauntlets

become Gauntlets of Ogre Power, and the belt a Girdle of Hill Giant Strength. If this item is drawn a second time the name of the hammer will be different, and of course scrambled as well.

8: A bag containing a suit of invisible clothing. Anyone wearing the clothing is made invisible as per a Ring of Invisibility, but this effect is limited to persons and creatures acquainted with the wearer. To strangers, only the clothes are invisible, not the wearer. Naturally, the magic clothing does not work if the wearer also wears non-magical clothing underneath.

9: This bag is found to contain treasure. This is because it is a Bucknard's Everfull Purse. The money found in the purse, as well as any money produced by the purse later, will not disappear when a new item appears in the pouch.

10: A bag that functions as a Bag of Tricks until used in the presence of an enemy. Then it becomes a Bag of Monster Summoning; the creature it produces will be a hostile monster which will attack the bag owner and his or her companions. The monster is selected at random and will be of a level corresponding to the summoner's level, as follows: summoner level 1-2, monster level 1; summoner level 3-4, monster level 2; and so on.

Table I: Cards (roll d8)

- 1: A card with a picture of the area

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where the pouch owner is standing when the card is drawn. Anyone studying the card intently for 1 round at any time afterward will be teleported, without error, to the place pictured.

2: A card with a picture of fate holding a balance on it. The DM rolls secretly and determines whether the card holder (including the pouch owner) will be +4 or -4 on saving throws for as long as the card is held (equal chance for either). If the result is negative, the effects will persist until a *Wish* spell is used to negate the effect or until 2-8 weeks have elapsed, regardless of what happens to the pouch in the meantime.

3: A card with a picture of a red dragon sitting on a huge pile of treasure. Writing at the bottom of the card says, "Wish you were here. Love, Gorgo."

4: A card with a spell (level 2-7, of the appropriate class) written on it, usable by the viewer as if it were a scroll spell. If the pouch owner is a non-spellcaster, the card will be blank until it is given to a spell-casting character.

5: A random card from a *Deck of Many Things*. All effects and results persist after the card disappears.

6: A blank card on which the first viewer other than the pouch owner is magically imprisoned, becoming a picture on the card. If the card is damaged or destroyed, the victim suffers appropriately. The imprisonment lasts until a new item appears in the pouch.

7: A set of 2-5 *magic message* cards. When the command word is spoken, one of these cards, if a message has been written thereon, will teleport to the hand of the one to whom the message is intended. An extra card (aside from the 2-5 message cards) is provided, containing the command word and other appropriate instructions.

8: A card stating, in prominent letters, that the pouch owner is wanted dead or alive by the nearest local authorities, with a picture of the pouch owner, and offering a 10,000 gp reward. When this card is drawn, 100 copies of it will appear in prominent places within a 50-mile radius of the location where the pouch was opened. The copies do not disappear when a new item appears in the pouch.

Table J: Ropes and strings (roll d8)

1: A rope that allows a *Rope Trick* spell to be cast with it, as a 10th level magic-user, once per day. Usable by any class.

2: A *Rope of Entanglement*.

3: A *Rope of Climbing*.

4: A *Ball of Endless String*, a sphere of string 4 inches in diameter that never winds down to nothing no matter how much string is drawn from it.

5: A rope which, when thrown to the ground, animates and "dances" to the amusement of all. Lively music from out of nowhere accompanies the dance, which lasts for 2-5 turns. The rope can dance up to 3 times per day.

6: A rope which, when stretched taut across a doorway or corridor, takes on the color(s) of its surroundings so as to be 95% undetectable. When a creature tries to step across or over it, the rope animates and acts as though a druidic *Trip* spell had been cast. One fourth (25%) of these ropes act like a *Snare* spell instead. Only the pouch owner or the owner of the rope (if it has been given away) can safely retrieve the rope if it is of the latter kind.

7: This rope is unremarkable save for the fact that it constantly levitates in a vertical orientation, with the bottom end staying three feet off the ground. Up to 10,000 gp weight can be tied to the rope and supported thereby. If this limit is exceeded, the rope sinks slowly to the ground until the excess weight is taken off. It requires very little effort to pull the rope and its load along.

8: This rope appears to be a *Rope of Entanglement* until it is used against enemies. Then it will entangle the one trying to use it (including the pouch owner) and as many of his or her friends as possible.

Table K: Boxes (roll d6)

All of these items are 3-inch-square cubes of an unknown metal with a circular red spot on one face. When the owner of the pouch presses the spot, the magic of the box is activated.

1: This cube acts as a limited *Cube of*

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Force. When the red spot is pressed a force field goes up, as follows (roll d6): 1-2, keeps out living matter; 3-4, keeps out non-living matter; 5-6, keeps out magic. Charges operate the same way as with a normal cube of force. Determine one of the three effects above the first time the cube is used, and the cube will perform the same way thereafter.

2: A Cube of Frost Resistance.

3: Pressing the red spot on this cube causes it to become a 4'x2'x2' treasure chest on wheels. The red spot appears on the center of the lid of the chest. Pressing the spot a second time causes the chest to become a large, enclosed wagon drawn by 2 draft horses with a 4'x5'x2' locked compartment built in. The red spot appears on the center of the lid of this compartment. Pressing the spot a third time turns the wagon into a 4"x3"x1" stone cottage with a hearth, furniture, and a built-in stone chest of the same dimensions as the wagon compartment with a red spot on its lid. Pressing this spot causes the cottage to become a small cube again. Pressing the red spot 3 times in rapid succession will cause this item to revert to a small cube no matter what form it was presently in. Any objects not originally part of the cube, such as persons who may enter the cottage or the wagon, are left unchanged and unharmed when the item changes form. The lone exception to this is treasure placed in the chest on wheels, which will remain intact when other form changes occur. Anything in the chest moves to the compartment in the wagon, or to the stone chest in the cottage, when

the appropriate form change occurs. The three respective chests are wizard locked, and only the pouch owner can open them freely.

4: When the spot on this cube is pressed, a set of red numerals appears above the red spot. The numerals begin with 10 and count down one number per segment thereafter. Pressing the red spot again after the first pressing resets the count to 10, and pressing it 3 times in rapid succession (within one segment) makes the red numerals disappear. If and when the count reaches zero, the cube explodes, doing 10-60 points of damage to all creatures within 10 feet, half that amount to all others within 30 feet, and causing structural damage equal to twice that caused by a *Horn of Blasting*. Creatures who make their saving throw vs. magic at -4 take half damage. The cube can be thrown, by hand or with a sling, but will not explode prematurely no matter what happens to it.

5: This "Pandora's Box" releases 4-16 hostile monsters, all of which attack the one who released them (including the pouch owner) when the red spot is pressed. The level of each monster is selected at random by rolling d6, the result being the level of the monster, but on a result of 6, roll again using d8.

6: When the red spot — the "panic button" — is pushed, all non-hostile creatures within 6" must save vs. magic at -4 or flee in panic for 3-12 rounds. This includes the box-holder as well.

Table L: Wands (roll d8)

1: A Wand of Magic Missiles with 11-14

charges.

2 or 3: Any one of the following wands, with 2-5 charges: *Frost*, *Fire*, *Lightning*, *Fear*, *Illumination*, *Polymorphing*, *Conjuration*, or *Paralyzation*. Select a wand at random by rolling d8.

4: One of three types (roll d6): A *Wand of Magic Detection*, *Enemy Detection*, or *Secret Door & Trap Location*, with 11-14 charges.

5: A wand that emits a *Gust of Wind*, as the spell, at a cost of 1 charge. It has 2-8 charges.

6: A wand like one of the ones in (4) above, except that it acts as a *Rod of Cancellation* when its last charge is expended, affecting all magic items within a 5-foot radius of the wand.

7: A wand that detects life — that is, the life force — of any creature within 3", including hidden or invisible creatures, for 1 turn at a cost of 1 charge. It has 2-8 charges. It will not detect the life force of creatures smaller than a mouse.

6: This item, Zadron's Wand, has 11-14 charges, and performs as follows: (wielder's choice) for the appropriate expenditure in charges: *Wall of Force*, as the spell, for 1 charge; *Mirror Wall* (described below), for 1 charge; *Disintegrate*, as the spell, for 2 charges; and *Prismatic Spray*, as the spell, for 3 charges. A *Mirror Wall* has the same effect as the *Wall of Force* spell, but creatures may freely pass through the wall, and only creatures on the same side of the wall as the spellcaster (wand wielder) can see it. Creatures on the other side, which is a mirror, see themselves. Magic cannot pass through the wall in either direction.

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Fifth Frontier War is complex but cohesive

Reviewed by Tony Watson

FIFTH FRONTIER WAR is a grand strategic science-fiction game set in the marvelously involved future history that Game Designers' Workshop has created for its TRAVELLER™ role-playing game. Because of this tie-in, FFW is billed as "TRAVELLER Game 4," though one need not be familiar with the TRAVELLER system. FIFTH FRONTIER WAR is a fine game for those interested in SF gaming on the "macro" level but who find role-playing not to their liking.

What FIFTH FRONTIER WAR shares with TRAVELLER is its "historical" setting, and a very good one it is. Through the plethora of TRAVELLER play aids and science-fiction games put out by GDW (going back to 1977's IMPERIUM), a coherent and succinct body of information on the history, politics and economics of the Imperium and its neighbors has come into being. The result is a most comprehensive and interesting background for a series of SF games.

In a sense, FFW both draws from and contributes to the developing future history. The "War" of the game is the fifth confrontation between the Zhodani Consulate and the Imperium, both sprawling galactic empires bent on controlling the Spinward Marches, the scene of the war. The Zhodani-Imperial enmity and the increasing hostile activity in the Marches are familiar to TRAVELLER players, and provide the political and motivational framework for the war.

At the same time, FIFTH FRONTIER WAR, as a game system, expands the versatility of the setting by providing the means and methods for conducting conflict on a strategic level. TRAVELLER and FFW are both set in the same future context; where the former deals with actions of individuals and conflicts on a man-to-man scale, the latter offers squadrons of starships and vast armies of combat troops battling over dozens of worlds. Both, however, spring from the same future history, a testament to the care and concern the people at GDW have applied to backing up their SF games with good science fiction.

FIFTH FRONTIER WAR chronicles the Zhodani attack on the Spinward Marches. The map depicts portions of eight interstellar subsectors and 146 star systems. For each system, the starport class, presence of a gas giant (both are important for refueling considerations), bases, high population (if applicable), and amber and red zone classifications are

given on the map. Borders between the Zhodani Consulate, its allies the Sword Worlds and Vargr, and the Imperium appear in color, and important Xboat routes are shown as well. Rimming the hexagonal interstellar map is a series of square displays corresponding to the worlds in the respective quarter of the mapboard. Each of these boxes gives information on a world's characteristics, and also serves as a holding box for ground armies occupying the planet.

The game has a lot of counters, 720 to be exact, but only two-thirds of them represent combat units, the remaining 240 being used to record percentage losses to ground troops and systems defense boats (SDBs). Starship squadrons are depicted by counters bearing the type (either battle, cruiser, scout, assault or tanker), jump rating (number of hexes the squadron can move on the map), a refueling code (streamlined, partially streamlined or non-streamlined), and numerical ratings for attack, bombardment and defense. Troop counters resemble those used in most historical wargames, utilizing standard military symbols to denote type (with some modifications — present-day military scientists don't have to deal with lift infantry or jump troops). Numbers on the troop counters indicate strength and tech level; in addition, some units are elite, and this is shown by a dot on the counter.

As usual, GDW has made effective use of color to denote political affiliation, colonials and regulars, and special troops; the Sword Worlds and Vargr, while allies of the Zhodani, are printed in separate colors, and the Imperial Marines, mercenaries, and Zhodani psionic troops are all done in different colors as well.

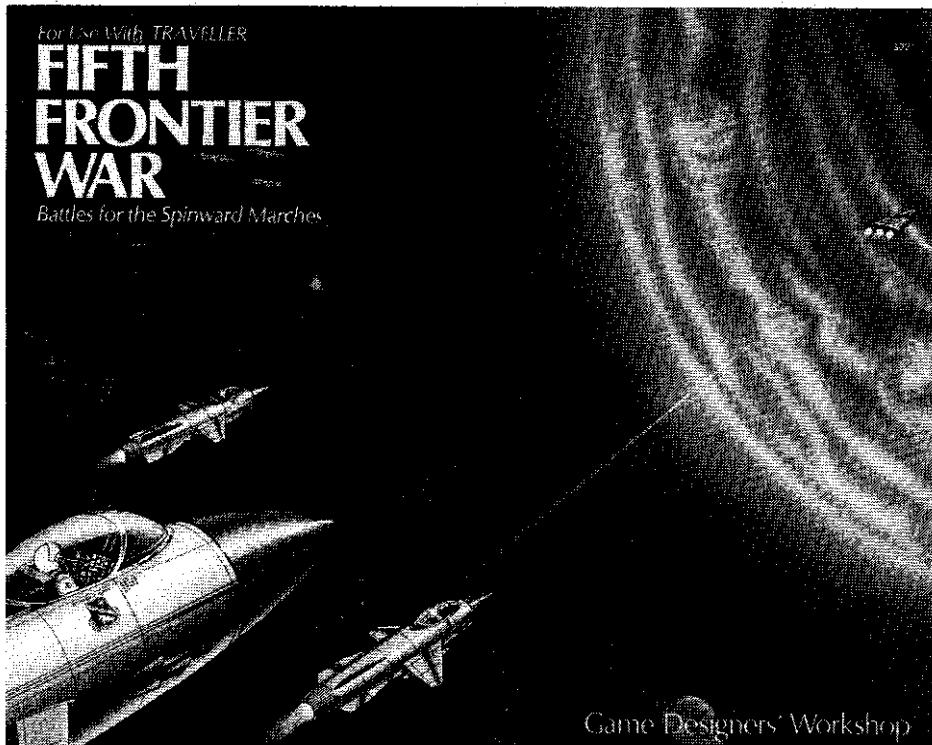
FIFTH FRONTIER WAR has a relatively complicated sequence of play, divided into reinforcement, movement, combat, and plotting and reorganization phases, which are further subdivided into steps. Fortunately, some events, like reinforcement, do not occur every turn, and movement, because of the plotting and fleet rules, is relatively simple. Fortunately indeed, for the combat phase can get rather involved.

All movement in FFW is space movement. The TRAVELLER universe postulates a situation where the speed of communication is linked to the speed of travel; that is, interstellar messages move at the speed of the carrying starship. The effect of a communications lag like this on the conducting of a military campaign is obvious. News of events taking

For Use With TRAVELLER

FIFTH FRONTIER WAR

Battles for the Spinward Marches



Game Designers' Workshop

place on distant planets will be weeks in the sending. Strategy would have to be planned on out-of-date information. To simulate this in a game context, a plotting system was devised. Starship squadrons, and any ground troops they are carrying, are grouped into fleets, the number of which varies for each side, depending on the turn of the game. Only fleets may move, their movement being pre-plotted either four turns (for the Zhodani) or five turns (for everyone else) ahead of the actual move. Both sides have counters representing admirals who can, by virtue of their strategic ability, modify the number of turns ahead which their fleets must pre-plot. This plotting system works well, capturing the feel of a situation where each side has limited information about the enemy's whereabouts and intentions. Movement and plotting is further complicated by the refueling rules. After each move, squadrons must refuel either from gas giants, oceans, or friendly tankers or starports. Oceans and gas giants are more readily available than high-quality starports, especially to the attacking Zhodani, but non-streamlined ships take an entire turn to refuel from such sources.

FFW shows some real imagination in its combat systems, with an emphasis on the plural. Within the combat phase, ship squadrons battle other squadrons and then any defending SDBs, followed by bombardment of surface units and, finally, combat between ground troops. Each type of combat is distinct from the others, and each of the resolution processes (there are five Combat Results Tables) seems particularly suited to the kind of conflict being simulated.

Starships attack one another by total-

ling their combat factors and rolling on the appropriate table of the "space" CRT. The die roll can be modified by the tactical ratings of the commanding admirals. Combat results are expressed in defense factors that must be lost, and can be satisfied by reducing squadrons (flipping the counters over) or by eliminating full-strength or already-reduced units.

Starships attacking a system may then have to deal with indigenous System Defense Boats (non-starships used to defend a system). No counters are used to represent SDBs; their number is recorded in the world boxes. The two forces fire at each other using different CRTs, with the squadrons taking losses as in squadron-to-squadron combat, and SDBs taking percentage losses. Results can be affected by the tech level of the SDBs and whether they are in passive or active mode.

This step resolved, squadrons and

SDBs may bombard enemy units on the planet with their bombardment factors. Losses are expressed in percentages for the ground troops, and results can be affected by the tech level of the target.

Finally, after attacking troops have had a chance to land from space, surface combat is resolved. In this step, ground units are allocated to attack other surface units in any combination desired. The current strength of a ground unit depends on the losses (if any) it has taken. For example, a brigade (10 factors normally) has a factor of 8 if it has sustained 20% losses. Formations generally have the same combat factor regardless of affiliation; all divisions have factors of 20 at full strength, for example. Factors are compared to create an odds ratio. Tech level has an important effect on combat; the difference between tech levels is the number of columns shifted in the more advanced unit's favor. Once again, losses are measured as a percentage of the affected unit's factors. The die roll is subject to modifiers for hostile environments, making combat on planets with inhospitable atmospheres deadlier for both sides.

Unfortunately, the precision and realism of FFW's combat system is obtained at a cost in time and complexity. Players must accustom themselves to five different processes for resolving combat and learn to use each efficiently. The use of percentage losses for ground troops and SDBs serves admirably to depict the attrition of an extended campaign, but it also tends to drag out the game, requiring players to re-calculate the current strengths of a number of units on a number of worlds every turn. One can not really fault the designers (Marc Miller, with supplemental help from John Astell and Frank Chadwick); they have produced a very fine game on the topic, but it is involved to play. The four- to six-hour playing time suggestion on the game box seems very optimistic.

FFW has its share of chrome. The Zhodani can station a number of Ine Gevar guerrillas on Imperial planets, and



the secret base from *Twilight's Peak* (TRAVELLER Adventure 3) crops up, too. The Zhodani also have psionic Guard units (the Zhodani are ruled by a caste of psionic nobility). The Imperium has a Vagr mercenary admiral in its employ, reflecting the fragmented state of Vagr society, and there are rules to cover the black globe generators on four Imperial squadrons.

The game is well balanced. The Zhodani enjoy the advantages of surprise and concentration, and can be expected to seize control of a number of border planets very early in the conflict. The

Imperial forces deployed on the map are mostly colonials, generally not as effective as regulars. Colonial reinforcements from Rimward enter on turn six, and regulars follow beginning four turns later. By then the Imperium stands a good chance of pushing the Zhodani back and possibly capturing enough worlds to win. Victory is determined by points gained by the capture of worlds, usually equal to the tech level of the world in question, with subsector capitals worth double. The game ends when one side achieves an automatic victory by points, or when both sides agree to an armistice.

FIFTH FRONTIER WAR is a good game, but it may be a bit involved for some players. It certainly succeeds in its intention of simulating a large interstellar campaign. The game has detail and realism. If it plays something like a historical simulation, that's because it essentially is one, considering the meticulously prepared background the game is drawn from.

FIFTH FRONTIER WAR retails for \$14.95, and is available at game and hobby stores or by direct mail from Game Designers' Workshop, P.O. Box 1646, Bloomington IL 61701.

Free City of Haven has a life of its own

Reviewed by Arlen P. Walker

How many times have you asked yourself what self-respecting thief would tag along with a bunch of would-be giant-killers just to be graciously allowed to risk his life by opening a chest (after first carefully disarming half a dozen traps that were placed there)? While a thief might do this once or twice, he would never make a practice of it.

Thieves are predators, and the rest of humanity is their natural prey. So if they want to prosper (and who doesn't?), they must make their lair in or near large concentrations of prey: in other words, cities.

Given the above, it was only a matter of time before the people at Gamelords, Ltd., perpetrators of the excellent *Thieves Guild* series of scenarios, would come out with a city module.

And what a city! Haven is its name, and such is its function. There are choice pickings in this city for any thief in the Empire. Twenty-five scenarios are outlined in the packet — many of them ripoffs from literature (but well done ripoffs) — and many more lie sleeping beneath a thin coverlet of guidelines, suggestions, and background, waiting only for your imagination to awaken them.

Each of the scenarios is described in two parts: a brief paragraph or two of players' information and a much longer section called GM's Notes. The players' section contains the common knowledge about the scenario (correct or not) while the GM's section details The Truth. Most of the scenarios will require the players to use something besides brute force to solve the problems they face.

But if you purchase *Haven* expecting only a passive backdrop for these scenarios, you'll be sadly mistaken. Moreso than any city I've ever played in, *Haven* is *alive*. Its inhabitants are not mere NPC's, but real people, with lives, plans, and secrets of their own. Its business establishments are completely detailed, from hours of operation to regular customers, from the personality of the owner to where he keeps his cashbox.

Events in *Haven* will run their own course. The players will be able to speed them up somewhat, or perhaps redirect them slightly, but rarely stop them entirely. Which is, after all, as it should be — a city has much more momentum than any small group of vagabonds.

Haven's aristocracy is not merely listed and given wondrous power. These favored few are given detailed histories, dreams to be realized, and weaknesses to be preyed upon. There are no invincible rulers in *Haven*, only a group of socially powerful men with sometimes irreconcilable differences, giving birth to the political intrigue which is a fact of life in virtually any city.

Information on the shops and denizens of *Haven* is not presented in a fashion conducive to on-the-spot reference. The statistics are all bunched in an appendix, with no clues therein as to where the detailed descriptions for each character are located in the main text. The NPC descriptions precede the description of the borough each frequents, but an NPC's probability of being in any given place at any given time can only be found in the description of the place, not in the description of the character.

While some would consider this form of organization a disadvantage, there is a (perhaps hidden) advantage to it. This approach forces anyone who would referee an adventure in *Haven* to completely read the material beforehand, to become familiar with the whole cloth from which the scene was cut. Ultimately, this can only add to the enjoyment of the players.

The Free City of Haven is sold as a complete package with "eleven detailed neighborhood maps." The narrative covers all of the city, but on the inside cover we find it takes 36 of those "neighborhood maps" to cover the city. Where are the other 25? In the introduction (page IV) preceding the narrative, in small print, is an announcement about two more "major volumes" to come. Unfortunately, mention of those volumes was left out of not only the description on the

back of the package, but all of Gamelords' catalog notices as well. I laid out my hard-earned money for a complete city, and received only one-third of one.

If Gamelords intended to produce two more volumes of *Haven* when this one was written, why didn't the company inform prospective buyers of that? One cannot help but wonder how many "minor" volumes might be needed to complete the three "major" ones. It is easy to see how a detailed description of a city like this one could require a sizable cash outlay in order to get all the parts.

It has long been a principle of mine that I neither buy any more products from, nor encourage anyone else to buy from, a company I feel to have deceived me in such a way. I resent "snequels" as a low-class way to hook future sales onto today's products, and consider them to be nothing better than a literary bait-and-switch game. Yet... Gamelords produces consistently worthwhile products, and *Haven* is no exception. Maybe it's time to, as they say, rethink my position.

To be sure, *Haven* is playable. However, from a practical standpoint, the large, rather cumbersome overall map of the city is difficult to use in the confined spaces of dorm rooms or tiny apartments. Also, a path on detailed neighborhood map XIX vanishes into the river of adjoining neighborhood map XX.

In the back-of-package blurb, Gamelords calls *Haven* "the biggest and best fantasy city ever published." But by what measure? In terms of land area or population, it seems *Haven* must still bow to Jakalla, and in terms of the level of power of its denizens, to the City-State of the World-Emperor. But by virtue of the sheer volume of description, Gamelords' claim is right: *Haven* is "the biggest."

And, even considering the objections mentioned above, the second part of the claim is indisputable: *The Free City of Haven* is indeed "the best."

The package has a retail price of \$14.95 and can be found in game stores or ordered from Gamelords Ltd., 18616 Grosbeak Terrace, Gaithersburg MD 20879.



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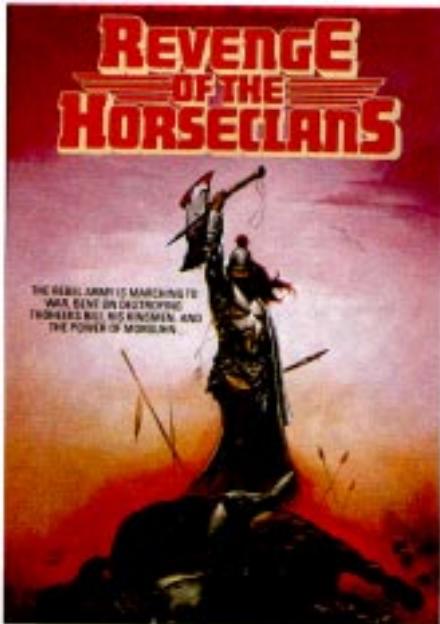
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REVENGE OF THE HORSECLANS —

Robert Adams
Signet Books — \$2.50
0-451-11431-0

Robert Adams' Horseclans novels are always a good bet for searing action and well-paced, intelligent sword and science. This latest adventure, *Revenge of the Horseclans*, is one of the best yet.

The story starts with a call to battle. The Thoheeks of Morguhn is dying, and his eldest son Bili is summoned home from soldiering to claim his throne.

Members of the noble houses and the priesthood, who feel the lands the Horseclans hold are rightfully theirs, try to engineer rebellions before Bili even accepts his inheritance. Bili decides to fight, and the result is a story of the heartiest pulp stock. Adams is a true master of this type of story, which springs from the storehouse of story lines which made characters such as Howard's Conan and Burroughs John Carter the reoccurable heroes they were. Although he might not be able to make women's hearts throb with torch-lit romances if he were to switch fields, there should be little need for him to bother. He has carved out a sizable audience for himself with his fantasy novels, one that shouldn't desert him for many a year to come.

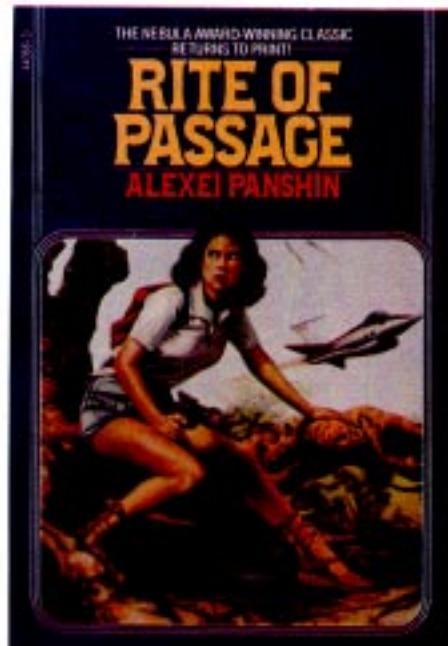
RITE OF PASSAGE — Alexei Panshin
Pocket/Timescape Books — \$2.50
0-671-44068-3

The year is 2198; Earth is long dead from nuclear wars. Humans survive only

on colonies and in the gigantic transport ships that took them from the planet.

The agrarian life of the colonies is harsh and primitive, and they are denied most of the science that keeps ship life fairly comfortable. Scientific knowledge is the ships' only bartering tool for raw materials and so, it is dealt out slowly. The colonies resent this; the Ship dwellers resent the colonies, etc.

Everyone who lives aboard the ships must survive for a month on the surface of one of the colony worlds. This keeps the populations of the Ships from getting too big, as well as weeds out the unhealthy, unimaginative, and unlucky. The hero of the book, Mia, is none of these things. She is a normal, healthy, intelligent young woman, trying to get on with the business of growing up. Although her home reality might be quite different from that of most teenagers today, her



problems, and the problems of those around her, are things that happen every day, and have for as long as people have gathered in groups larger than three.

The beauty of *Rite of Passage* is that none of these things are trumped up; this is not a teenage-exploitation novel, glaringly written to fan the flames of some current adolescent problem. This is a book about sensible, normal, typical youngsters growing up. Not out to shock or educate, but merely to entertain, Panshin has created a totally lived-in world, and populated it with real, understandable people. We can identify readily with the feelings of the people in this book; it isn't hard. All one needs a memory.

WAR OF OMISSION —

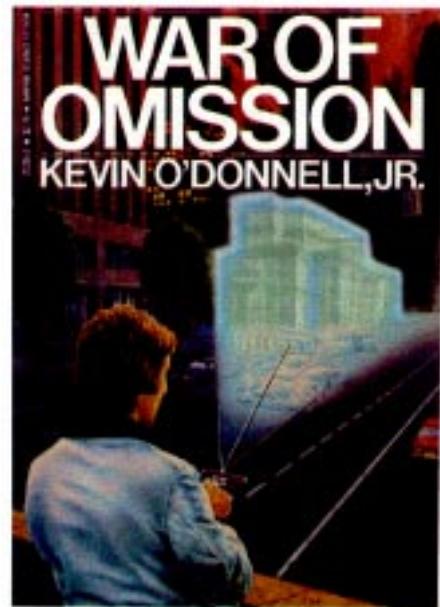
Kevin O'Donnell, Jr.
BANTAM BOOKS — \$2.75
0-553-20281-2

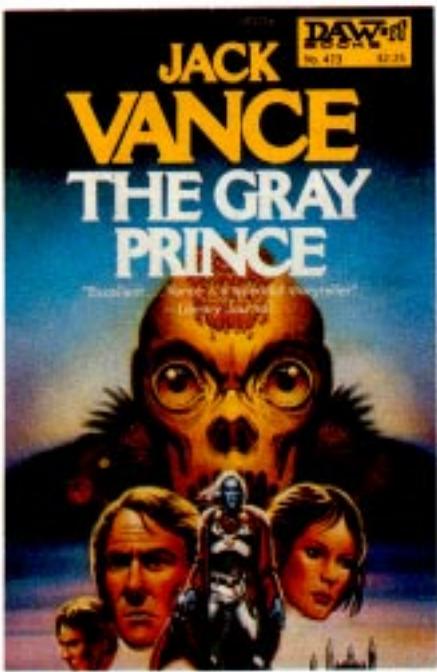
In Kevin O'Donnell's future, there is a revolution in the United States. The revolt comes about not because of physical atrocities, human rights, or deprivation, but is born from too much control.

The government has its hands into everything. Taxes are absolutely to the limit. Government agencies tell the people how to do *everything*, from how to heat their homes, to how to paint the rooms inside them. The revolution is one of the middle class, of ordinary people fed up with the bureaucracy and interference all around them. It is also a revolution which has an unstoppable weapon—the Tisser.

Short for Time-Space Separation Unit, the Tisser is a device which wipes out chunks of space-time, then knits the edges of reality back together, leaving no memory of the places, people, or things that vanished.

War of Omission is a frightful book. It is a story of people pushed to the wall, and what they do to protect their individual rights. It also shows how easily life in this country could be brought to a grinding halt if the delicate balance of supplies, pipelines, power cables, and other systems are disrupted. O'Donnell pulls no punches; he shows the world fairly—good and bad people on both sides. He is honest in his appraisal of what it would take to get the government "off people's backs," and what kinds of sacrifices and dangers are involved in such a move.





Daw Books — \$2.25 0-87997-716-7

Jack Vance's name doesn't come to most science fiction fans' minds as quickly as some of the stars of the genre — Larry Niven, Arthur C. Clarke, or Isaac Asimov, for example.

DAW Books attempted to change this over the past year, releasing a number of Vance's earlier works. *The Gray Prince*, which combines sword and sorcery with old-style pulp science fiction, is a highly entertaining novel that holds up as well today as it did when first published a decade ago.

The book tells of the return of Schaine Madduc to her home planet of Koryphon. When she left five years earlier, the several intelligent species who lived on Koryphon did so in relative harmony; upon her return, she finds them locked in bloody turmoil. Moreover, the leader of the revolution, the Gray Prince, is an alien fostered in her own household as a child. Schaine must work desperately to undo damage she inadvertently did; while her home world is torn apart around her.

Vance's expertise as a story-teller shows through in this one at a level some technical science fiction writers can only dream of obtaining.

THE NAPOLEONS OF ERIDANUS

Pierre Barbet

Translated by Stanley Hochman

DAW BOOKS — \$2.25

0-87997-791-1

The idea of aliens and humans interacting and destroying one another is certainly not new. The idea of aliens coming to earth and kidnapping humans for some purpose is not new either.

So what makes Barbet's *The Napoleons of Eridanus* so original? His light spirit of adventure. If he needs a machine,

he invents one. His science is not as good as Jules Verne's, but his stories are. In *Napoleons*, a handful of the little corporal's veterans, fleeing Moscow's snows in 1812, are kidnapped by the Fortrums. These aliens created a paradise for themselves and are too busy having fun to bother to defend it. In fact, it's been so long since the last Fortrun had to defend himself in any way, that they simply forgot how. The solution: Get a handful of crazy savage humans to lead robots into glorious combat.

With nice surprises in the ending, and an enjoyable, although somewhat cardboard, cast of characters, this one deserves attention.

THE WARLOCK UNLOCKED

Christopher Stasheff

ACE BOOKS — \$2.75

0-441-87325-1

When Christopher Stasheff wrote *The Warlock in Spite of Himself*, everyone wondered what he'd do for an encore. Wonder no more: *The Warlock Unlocked* is the perfect sequel. Filled with Stasheff's own amusing brand of sword and sorcery and science fiction, this book is fulfilled, exciting and amusing.

A long time in the future, the Pope receives a letter from the official Vatican archives. It has been kept in the Vatican for a thousand years, waiting to be delivered to the proper pope on the proper date. When the pope (it is addressed to the correct pontiff even though it is a thousand years old) opens it, he finds the following message: "On September 11, 3059 (Terran Standard Time), a man named Rod Gallowglass will begin learning that he is the most powerful wizard born since the birth of Christ. He dwells on a planet known to its inhabitants as 'Gramarye'" — and nothing more.

The note sends the holy city's troubleshooter, Father Aloysis Uwell, to Gramarye to find Rod Gallowglass, and also to discover just what is going on. What Father Al finds is a planet founded by the S.C.A., along with witches and warlocks that make up one of the year's best.

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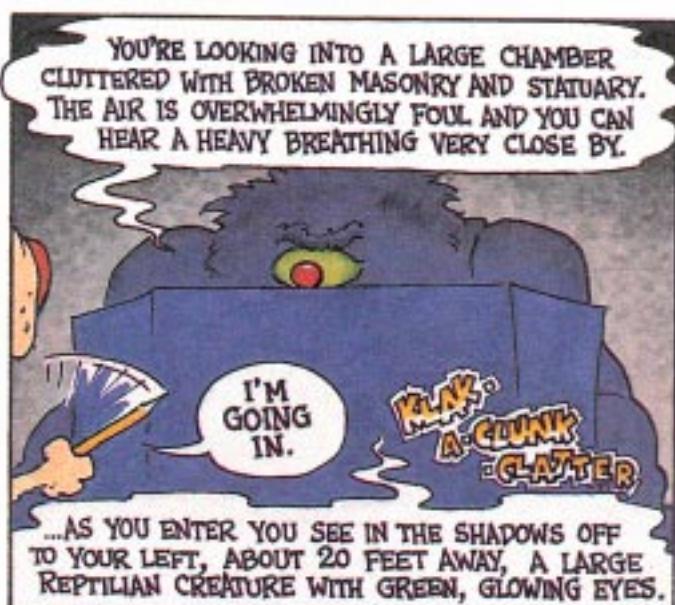
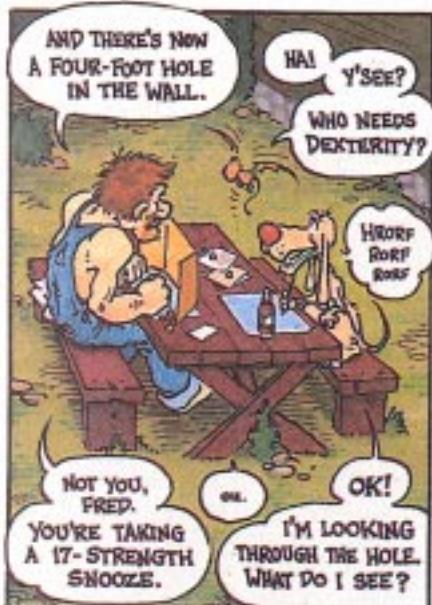
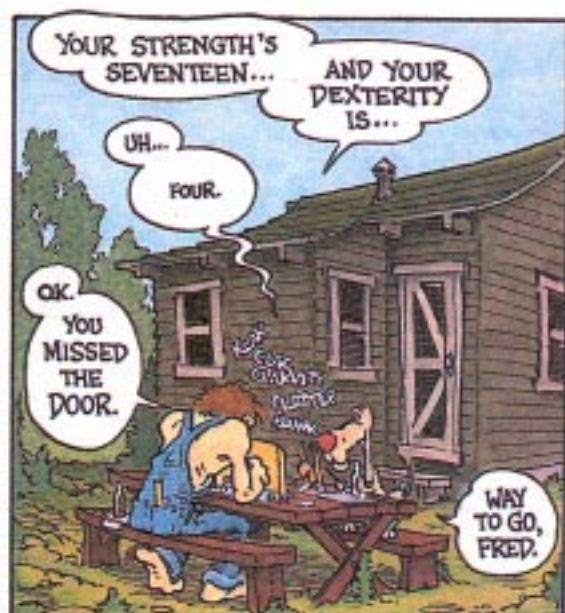
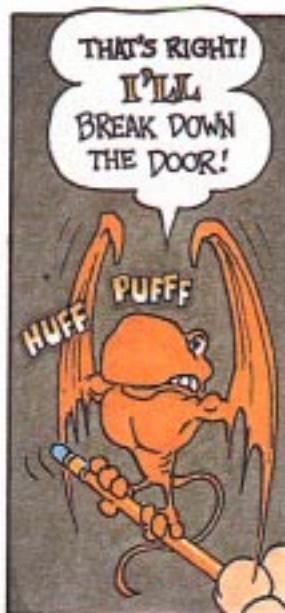
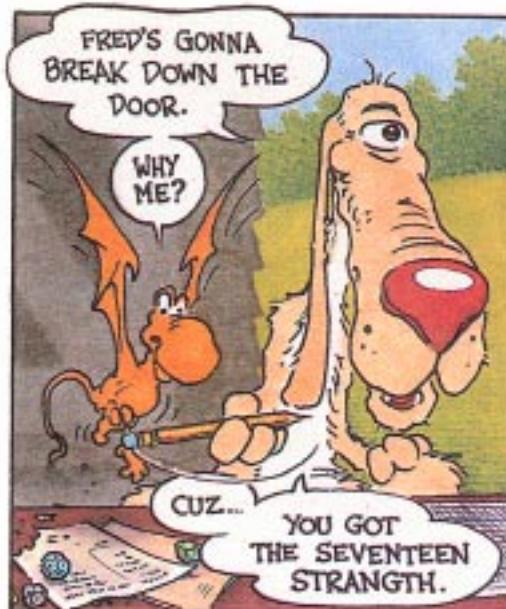
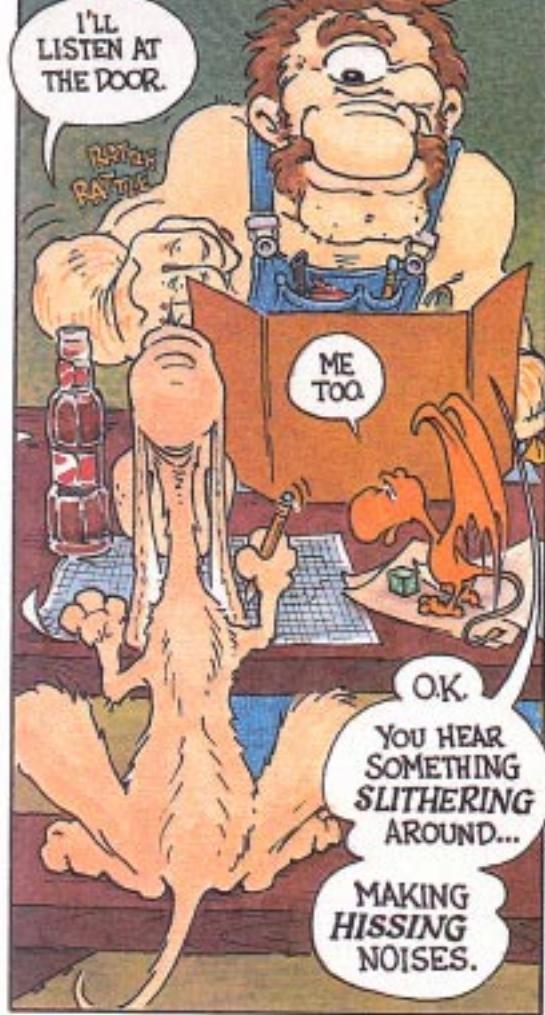
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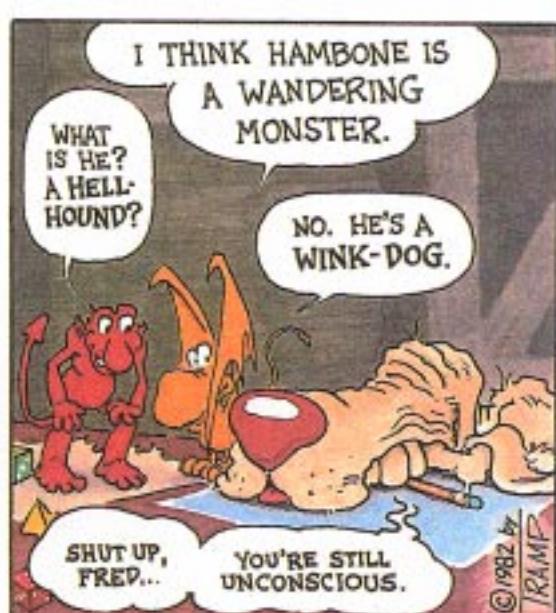
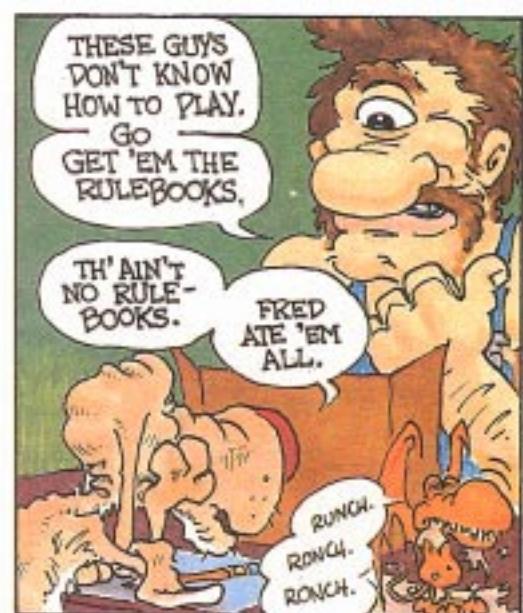
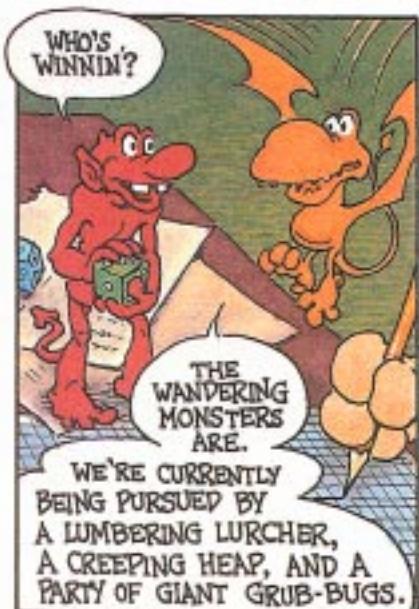
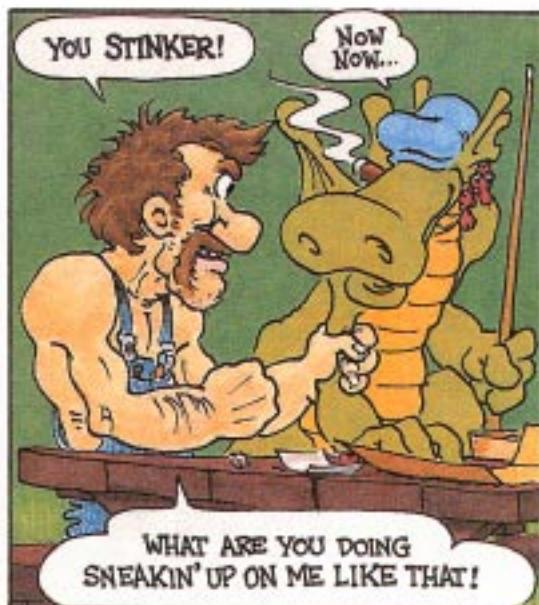
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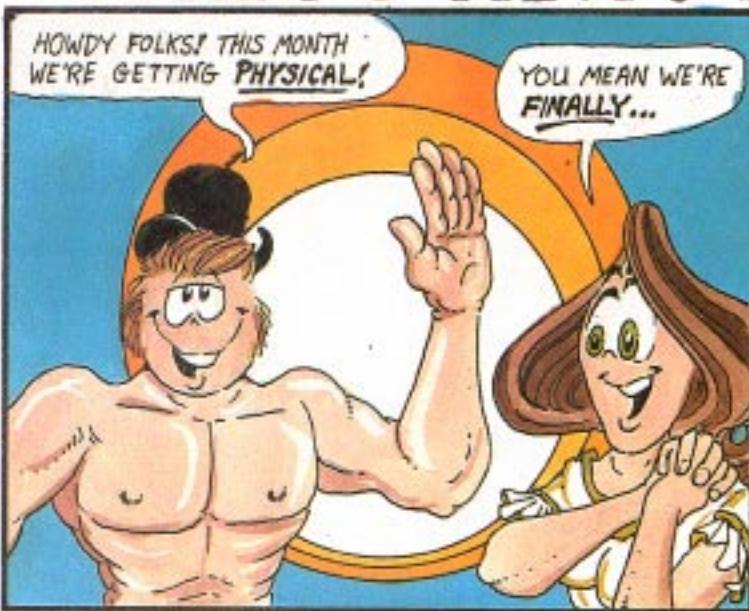
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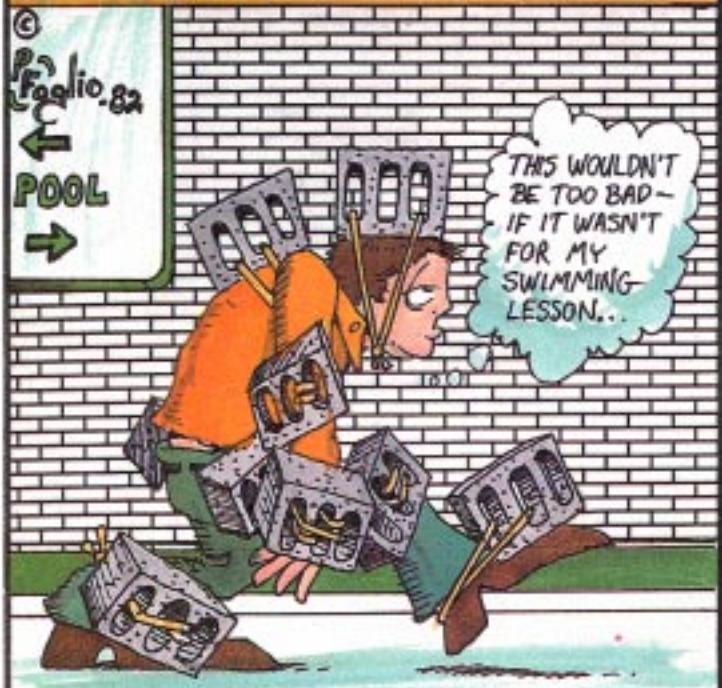


STACK 100 BOWLING BALLS INTO 2 PILES, SPACED 20 FEET APART. THEN TAKE 10 EMPTY PILLOW-CASES AND WALK BACK AND FORTH BETWEEN THE PILES, ADDING A BALL TO A SACK EACH TIME. TRY TO FILL ALL 10 SACKS.



2.

TIE CEMENT BLOCKS TO YOUR HANDS, FEET, KNEES, ELBOWS, WAIST, NECK AND HEAD. THEN ATTEMPT TO GO ABOUT YOUR NORMAL DAILY ROUTINE.



THIS IS AN EXCELLANT SIMULATION OF WHAT WEARING GOOD PLATE AND CHAINMAIL ARMOR IS LIKE.

3.

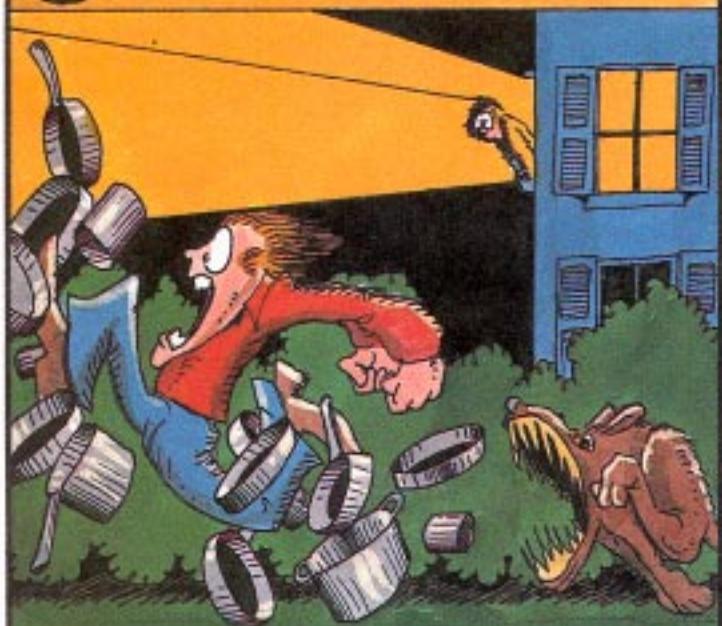
TAKE 2 LARGE PHONEBOOKS, ONE IN EACH HAND. EXTEND ARMS STRAIGHT OUT. QUICKLY BANG THE BOOKS TOGETHER, CONTINUOUSLY, FOR ONE HOUR.



THIS WILL FEEL LIKE 10 MINUTES WORTH OF FIGHTING WITH A HEAVY SWORD.

4.

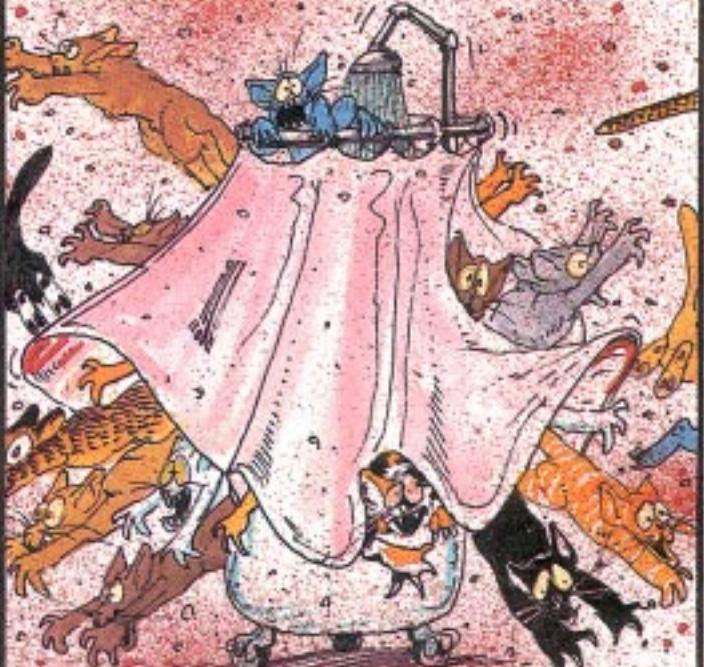
TIE POTS AND PANS TO YOUR FEET AND THEN ATTEMPT TO SNEAK PAST A NEIGHBOR'S WATCHDOG AT 3 A.M.



THIS WILL DEMONSTRATE EXACTLY HOW SILENT A TROOP OF HEAVILY LANDED, ARMORED PEOPLE CAN BE WHEN THEY TRY. (NOT VERY)

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STRAP 53 LIVE CATS TO YOUR BODY AND TAKE A COLD SHOWER.

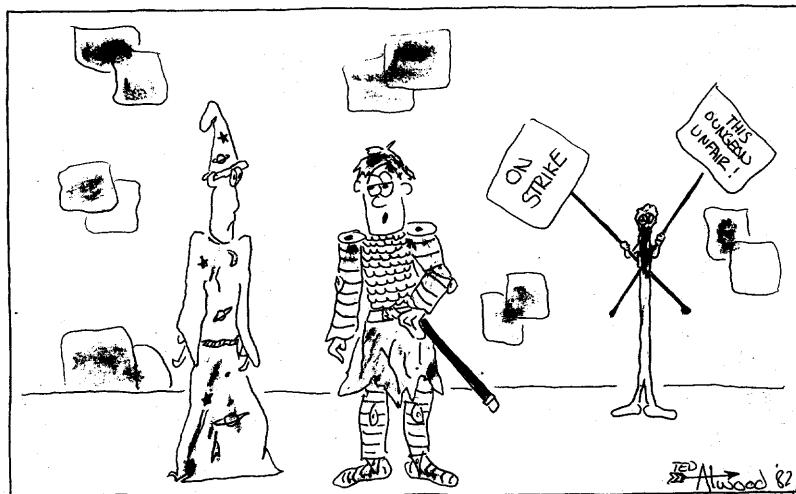


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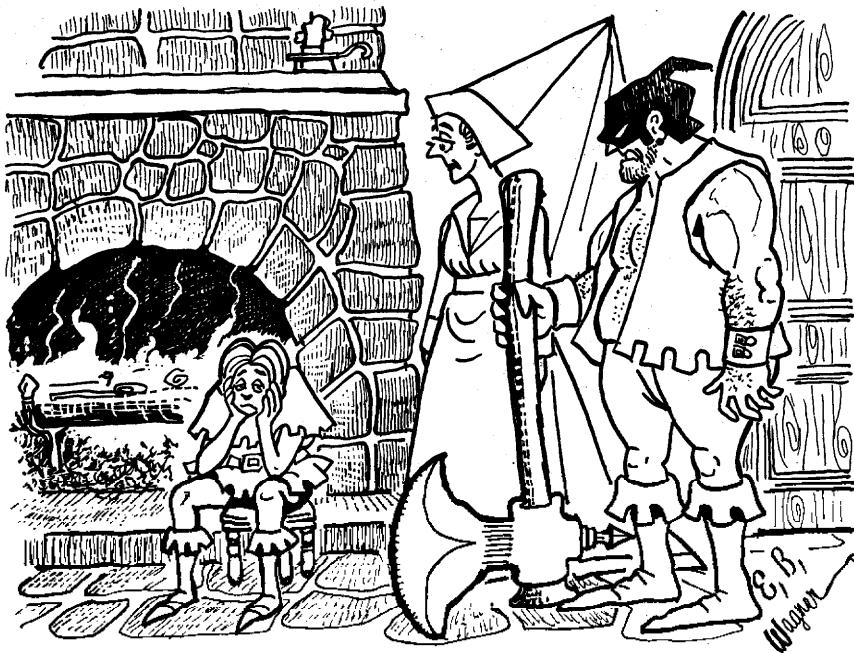


"YOUR HOUSEWIFE HAS JUST BEEN CAUGHT SQUEEZING THE CHARMIN, WHILE OUT IN THE PARKING LOT ALL FOUR TIRES BLEW OUT OF HER STATION WAGON."

GORDON MURCH



"IT'S A STAFF OF STRIKING."



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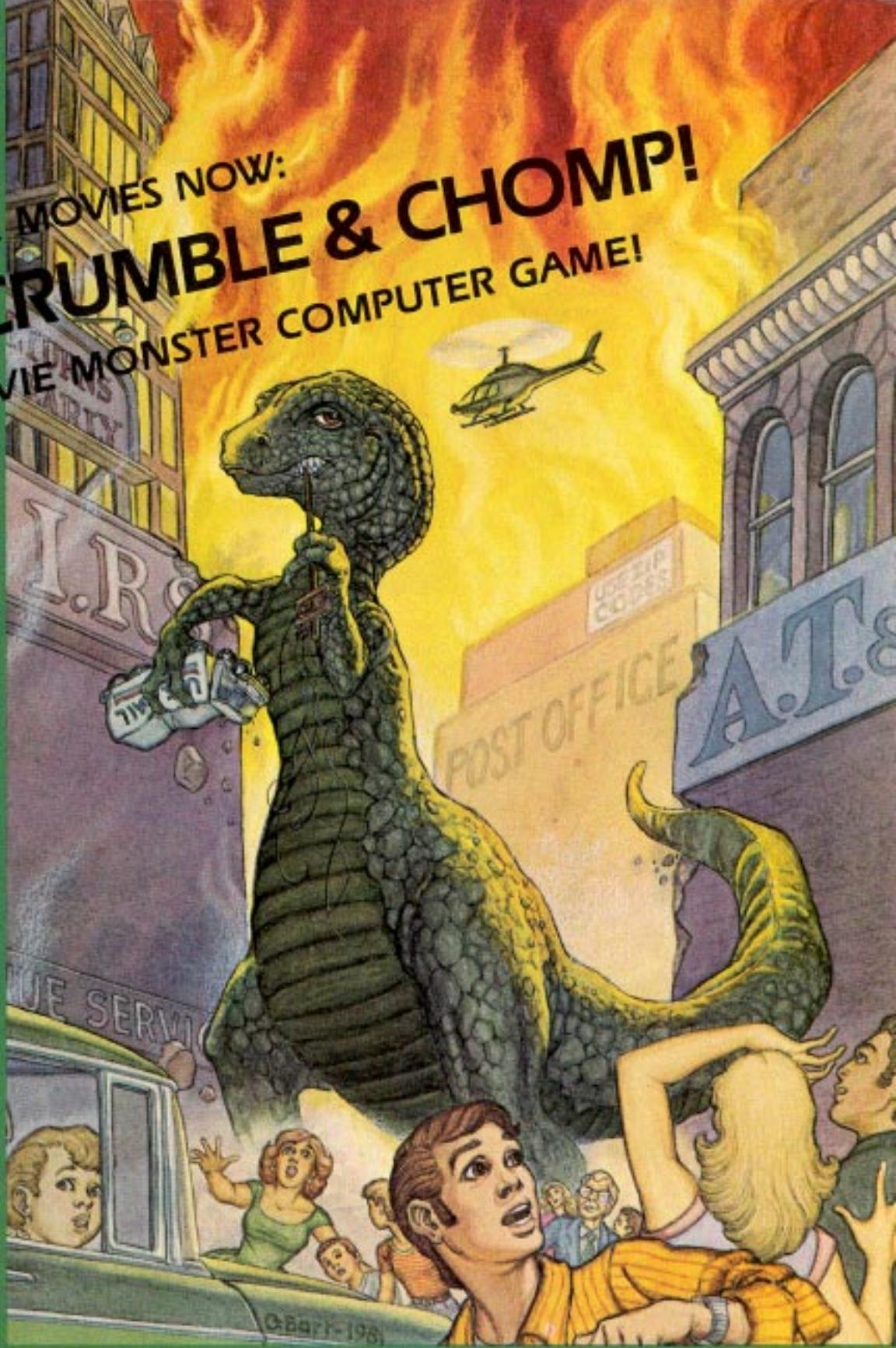
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